

BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE



APRIL 1991

£1.95

With Free  
Game Tape

BUCKLE YOUR  
SWASHES IT'S...

# SKULL & CROSSBONES!!

Read the full preview,  
plus the exclusive  
comic strip inside!!!

OTHER GAMES  
REVIEWED/PREVIEWED:

★ BACK TO THE  
FUTURE 3 ★

★ PREDATOR 2 ★

★ WABLOCK ★

★ GRAND PRIX ★

AND LOADS

(and we mean loads)

MORE...

AND ONCE WAS A YOUNG WARRIOR BOY  
WHO LOUGHT YC FOR HIS BROTHER  
HE TORE OUT HIS HAIR  
BECAUSE HIS TAPE HAD NOT TORN  
NOW HE CAN THINK HIS HEAD IS A BELL  
FURN FURN FURN '91

DON'T LET YOUR TAPE ESCAPE WITHOUT A BUCKLE  
IF IT DOES, CHECK HERE FOR THE NUMBER  
(AND GET IT SET)



PLUS - THE YC TEAM FIDDLES WITH THEIR JOYSTICKS INSIDE

COMING SOON...

# BACK TO THE FUTURE III



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**O WIGGLE IT** (p.21) - Rib gets his hair a round a big, firm joystick and wiggles it from side to side! Some snugged, some broke, but most of them gave the kind of superb performance he was looking for!



**O SCUM OF THE EARTH** (p.41) - In a last ditch attempt to get more mileage out of the parties before they disappear, we've got some wicked tips!



**O COMPUTER BOFFO** 1991 (p.46) - Here we put the wit of six of the computer world's top Public Relations supremos to the test, and we even got them rapping out the threats of each other in a bid to win the most coveted title ever!



**O DATA** (p.6) - Win a plethora of Hardware vids and goodies in our "give 'em loads and then give 'em some more" compo. And there's even a little rereview of the sleeky movie!

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## DATA



U.S. Gold's MD Geoff Brown does Thomas The Tank Engine impressions in his spare time!

## AS CHILLIN' AS



## YOU MUST BE JOKING

How many computer gamers does it take to change a light bulb? One but Two with a joystick in the other palm!

Send your crap games to You Must Be Joking Bury Buses! at the usual address and prove to your friends just how crap you are (if you've got any friends left that is!)

## THE PLEASURES OF THE PALM!

We all know that the Commodore C64 is the spunkiest computer available and that you love it so much that you would want to take it everywhere with you, riskier than your over-loved teddy or dog-eared comfort blanket, but let's face it - there would be a few technical hitches if you wanted to transport it everywhere with you! Even the C64 console is a bit big to take to your Grandma's. However, don't despair cos Granddad, UK's leading brand of electronic hand-held LCD games, may just solve the problem of sitting bored out of your wits during yet another British Rail delay by releasing 50 of your best loved games on

hand-held LCD.

David Ewins, marketing director explained to YC "Performance of these titles in the USA and parts of Europe has been dramatic over the last 12 months and we expect a similar development in the UK for 1991. Popularity of the titles is fuelled by the explosion in the TV interactive games systems market." Yeah OK Dave... Let's translate - he means he's aware that you lot out there spend night after night squint-eyed over your lousy computer games, so he thought you might want to play them even more and has cashed in on the fact! Spiffy games like

Shinobi, Pacman and Thunder Blade will be in your shops soon supported by a huge advertising campaign - games addicts beware!



## WITH BEVY BABES

AS CHERRY FILLING

## FILM FRENZY

Forget sticky popcorn which goes anywhere but in your mouth, hot dog lids, quotes, a sore bottom, and gore and needles, check out the latest movies and vids with YC!

**DEAD 'ARD**

Suppose you let think that Hardware is only a name given to the likes of your Commodore 64, well it ain't now! Hardware is the

ability to reconstruct itself from electrical sources and then goes on a med killing spree.  
It's not all blood, gore



and the odd arm flying around. It's about relationships, it's about the bleak future we are building, it's about technology and the mistakes it can make, and it's well worth a watch (but don't sleep with your Commodore 64 [ok, so, your bed afterwards])



YC, 20 Porters Lane, Kain Farm, Milton Keynes, MK11 3HF.

**QUESTION**

Which heavy metal rock star plays a taxi driver in the movie?



latest in Sci-Fi thrillers being hailed as the *Blade Runner*/*Terminator* of the Nineties and I thought it was rather spiffy too in that hominy and gorey kinda way!

It's set in the far off future (hopefuly) which is filmed in a pitch-black arty, and truly spectacular, way with a similarly spooky and atmospheric soundtrack. It's basically about a Mark 13 - which is an unfriendly robot, not the latest in Ford Cortinas - which has the amazing

Also those nice people from Hardware Land have given YC some super Hardware goodies, namely a copy of the Hardware vid, a Hardware baseball cap, and a signed Hardware watch to three winners. And all you have to do to be in with a chance of winning one of these sets is build a killer robot with your C64 (he only joking)... simply answer the tiny prizey question below and send your entries to - Dead 'ARD Hardware Garage,

YOUNG TOP SECRET

Ginga Sport  
Robopop  
Fizz  
Better Dead Than Alien

- Activision  
- Ocean  
- Virgin Games  
- Entertainment

Puffy's Lager  
Who-Six or Die  
Turbo Outrun  
Vimio's Quest  
Lime Machine  
Shandy Cap

International  
- Ubisoft  
- Electronic Arts  
- U S Gold  
- System 3  
- Activision  
- Miramax

## YC RECIPE CORNER

The chillin' thing to do with left over Easter Eggs?

### CHOCIO-ORANGE EASTER MOUSSE

Serves 4

Preparation Time: 15 mins + chilling time

Ingredients:

450/125g plain chocolate  
juice of two small oranges  
3 eggs, separated  
144 pint/150 ml double or whipping cream  
Chocolate to decorate

Instructions: You may need a grown up to help!

1. Break chocolate into pieces (without putting the odd chunk in your gob!) & place in heatproof bowl with the juice of the orange. Place bowl over a

pan of simmering water (being careful not to get any water into the chocolate) & leave to melt.

2. When melted remove bowl from pan. Leave to cool for 1 min then stir in egg yolks.

3. Put egg whites into a clean bowl & whisk until stiff (see-ee).

4. Transfer chocolate mixture into a bigger bowl & fold in the beaten egg whites with a metal spoon.

5. Pour mousse into 4 small dishes & leave to chill in fridge for 2-3 hours until set.

6. Before serving add a blob of cream & decorate with grated chocolate.

7. Pig out!

## AND LASHINGS OF COMPUTER FUN!

It's always been a mystery to me just why all those tragedies happened just when the Famous Five were on school holidays, but it's no mystery why Enigma Adventures have signed up those five famous meddling lads, coz it's a good idea for a super range of computer adventure games.

Enigma Adventures, those clever dudes responsible for programming Postman Pat amongst other things, is about to release "The Famous Five 1 - Five on a Treasure Island" based on Enid Blyton's endearing book - if you didn't know already.

Using the "Workshop"

adventure system, you will be able to transform into Anna, George (a girl), Julian, or Dick (unfortunately you cannot transform into Timmy the Dog!) to solve the mystery of the Treasure Island.

The game features the best in text parsers and many graphical locations but unfortunately does not come complete with pun sandwiches, fish bones and lashings of ginger beer!



## IT'S BOARDACIOUS MAN!

Blow me and well never - what will they come up with next? Cheerful, the world's leading joystick maker has really surpassed itself this time with - wait for it - the AEROSKATE.

Aeroskate is a skateboard shaggy attachment that links in with your C64 so you can control games with the nifty footwork you've been practising for years and now you can impress your old parents in the privacy of your own living room! It comes

in two packages, with, or without the Cheerful Skateboard. If you purchase the device without the Skateboard you can just use it with your own board. Just imagine the capabilities, you'll be able to jump aboard and let your skill in balancing, footwork and aggression take over. You'll learn to avoid obstacles and kick to dodge missiles. A built in Hand Control lets you spin in back or jump out of their way.

So will I be able to play my favourite games? With great difficulty, but Cheerful is currently working with Titus to design specific games for the Aeroskate, including Skateboard area, Ski Run, Shoot 'Em Ups, Barking and Driving Sam's and obviously other software houses will follow with their own.

It's bound to be a runaway success but what worries me is the extent of carpet burns and broken porcelain!

APRIL 1981  
(On sale March 22)

YC  
AlphaGraphics Publishing Ltd  
20 Potters Lane, Kils Farm  
Milton Keynes, MK11 5HF  
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(Readers enquiries on Saturdays)  
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T H E S Y S



# PREMIUM

Commodore

C64

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The Six

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**MYTH:** "One of the best" and "best first graphics", pure class - not to be missed.

**LAST NINJA:** The "last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 games and laid the foundations for the "greatest trilogy of games ever to march the C64".



THE LAST NINJA

THE LAST NINJA

THE LAST NINJA

THE LAST NINJA

THE LAST NINJA

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THE LAST NINJA

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S T E M 3

# MILLER

SECTION

## ix Pack

Commodore

C64

(Cassette). £19.99 (Disk).

**RAMM 2:** A sequel to the world-famous "Rock Ramm" proved to be one of the best original games ever on the C64.

**FLYING TIGER:** The top selling title on the C64 last summer, Flinto provides humour and mass appeal to both young and old in this "pick up and play" cute platform game **COMBATRON:** Computer and Video Games said, "Whatever format... if you're a hardened shoot 'em up veteran, Combatron is a game to scout the shelves for."

**JOE KOLAPO:** The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.

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The journey is magical, the results, real value for money.



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# THINGS TO COME

## SKULL & CROSSBONES

Yo, ho, ho and a bottle of rum, me hearties!!! Rik Henderson pokes his eye out with a knitting needle, replaces his hand with a meat hook, straps a table leg to his knee, "ooh", "aahh", and sings the Bird's Eye God Fish Fingers theme...



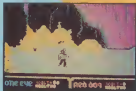
If you're a pirate (the "be the open sea" kind, not the "that'll be two dave for a copy of Rick O'Fl" the most naffing off thing that could possibly happen to you, apart from being hung, drawn and quartered [THAT would really naff you off], would be to have all your algorithm gains nipped from the treasure island that you looted it on [it's your own fault though, maybe you shouldn't've placed a large red cross on top of the island, with a sign that says "X marks the spot"]? What's even worse than having all your loot pinched is that some Paul

Daniels-asks has done the deed, and we all know how much pirates hate wizards (especially short pillocks with scruffy beards). So it's time to get your cutlass at your head [it's a sword, it's a sword] and slash your way to the top of many strange things, where you should find your overgrown stink of cash (and also a Debbie McGee lookalike who you'd not do too badly to rescue). And if you're a bit dodgy at the old swashbuckling bit you could even get a friend to do helplessly with you.

This is the background to Daniels' new action

adventure style slash-em-up soon to be released on the Tengen label. It's origins are rooted firmly in the local arcade (or kabab shop), but on the idea from the theme, if not the gameplay, is pretty fresh (ie. not bogged to death, like those naff things). The weird thing is that pirates are so appealing for action and adventure that it baffles me why there hasn't been an influx of games revolved around the profession (although I have little doubt that we'll now see thousands of games with Douglas Fairbanks Jr. in them).

Skull & Crossbones is a hack'n/slash game in the true sense of the phrase. You get the chance to play either One Eye or Red Dog (and if there are two players, both can be used at the same time) who must progress through 5 levels in order to finally meet, and kick the frag out of, the wizard with all your dash. Along the way there's tonnes of bonuses from all sorts of backgrounds (depending on which level you're at at the time), including the nipsas from the nipsa level - no doubt added to the coin-up due to American and Japanese pressure,



# SPESH



other one: **skull & crossbones** 1 Feb. 89



other one: **skull & crossbones** 1 Feb. 89

Q Gosh! And they look suspiciously like *Knights* to me - and this an original game and all that, at least they're not grand

and happens from the Castle level which also has an end-of-screen message in the shape of Medusa (you MUST avoid her stare or you'll end up as stiff as John Major's arse).

All the other levels have end-of-level bonuses too, and you'll need all kinds of strategies to be able to give them a good

swinging. Fortunately you have four different types of offensive moves to perform, three forward sweeps and one back, and a defensive blocking move. And also on the way you can dig up treasure, which will

either give you gold, food (for health restoration), or some form of curative 'extra' weapon. If you do manage to get all the way through the game, and there's another player with you, you also get the added thrill of having to bash each other in order to see who grabs the final wings.

So even though SAC is very much like many of the other beat-em-up arcade adventure games, there's an awful lot of new features that make the game THAT much more exciting, original and playable. The sprites are, although

typically comic-like, very large and well animated, and the backgrounds are pretty scary (and very colourful). Occasionally there's an action sequence like swinging across chasms in typical old-fashioned movie style, and which will happen and this is really just for show, but good presentation never does any harm.

There's a lot involved in *Skull & Crossbones*, it looks as if it's going to be one of the better TeenGen conversions and you'll be able to catch a really funny review of it next ish.



## THE ARCADE MACHINE

*Skull & Crossbones* wasn't the most popular of conversions mainly because the format was best suited for home computers. The graphics were very nice though and the depth was THAT much more extensive than the typical Double Dragon types.

The only problem if



really had was that it gobbled up more cash from your pocket than any arcade would hold in bar chest, mainly due to the hard gameplay.



There is no escape for this  
skull & crossbones



## CREDIT CARD

NAME: **Skull & Crossbones**  
SUPPLIER: Bemark  
PROGRAMMER(S): Carlton Handley  
(Walking Circle)  
PRICE: To be announced  
RELEASE DATE: Late April



...di F. de Benedetti

It adopts the same idea as Back to the Future 2, in the fact that the overall product is split into separate levels of sub-garages (four in all), but this is made where all components

At the bottom of the screen is a little "radar" type chart thing which shows how far you are from her coach, and how far she is from the cliff face. You have to catch up with her before she takes the drop, and this is done in two steps. Firstly there's a horizontally scrolling section where you are on horseback riding along and trying to avoid all the obstacles coming at you and picking up her instructions for more points. The second part of

This is my favorite section on targets pop up from all over the place and you move a cursor over them to shoot. Every target hit adds to your score and you have a time limit in which to score 50,000,000 points. The whole level is full of humor and it's summarized in when you manage to hit all of the colored ducles, and the conveyor belt at the bottom starts to show prizes in a *Generations* Discos Fashion



of the whole parcel) the clock from the new clock tower will tick one hour down and you have only four hours to spend, but you're allowed to be shot up to eight times before you lose one life. If you manage to rescue Clara's onto the next level!

<b>CREDIT CARD</b>	<b>• CREDITORS</b>	<b>• EMPLOYERS</b>	<b>• FAMILY LIFE</b>
	Knowingly	Knowingly	The lowest and
	refusing, and the	<b>• NEW FRIENDS</b>	most serious
	a requirement of	How often	will (seriously)
	any of its	you will want	mean
	creditors	to make	challenges will
	to be	confidence of	show if you, I will
	to be	to be	the game you
	to be	to be	only if you're
	to be	to be	they agree to a
		highly aware of	

NAME	Back To The Future 2.
SUPPLIER	Imageworks.
PHONE	011 9 99 9999, 011 99 9999
ADDRESS	Back Road

100

92%

It's about time (groan) that we got a decent Back to the Future game, and this one even makes up for what the others lacked.

# THE FUTURE3



## Level 3

Apparently, when plans were at the preliminary stage, Amblin - the production company behind the movie - insisted Pixar to include as many pie plates in the game as they could humanly fit in (even though the film on had one pie plate throwing scene, featuring only one pie plate). So we find ourselves with a whole pie plate throwing section, as Buford and his gang are holed out in the Saloon and they have to be doomed by

the plates.

The only prob is that they have guns and they shoot at you. Due to your untalented thought, you're got an iron plate stuffed down your pencho and the will take up to eight shots before you get taken to that DeLorean car in the city.

## Level 4

And so the final level, and it's a bit harder than the rest (obviously). You're on the top of the train that I propel the car back to the future, and you must

collect legs in order to get the train up to 10 MPH. Unfortunately though the train is already moving and you only have a brief time limit to grab them all and jump into the car at the end before the engine blast off the dashed bridge and Marty McFly becomes Marty McFummeling. And there are loads of hazards on the way too.

Not only are all of the games whole ones in themselves (each one is better than an average

budget game), the graphics are exceptional, and the music (although reminiscent of other films at times) is of an Amiga-like quality. Back to the Future 3 is a stonker of a time-travelling masterpiece and I reckon I've reviewed long enough.



## Level 3 - THE SHOOTING GALLERY



Q All sorts of strange figures pop up in the wild west (yep!) This one would probably be there at least in a firing range at Wotley than in the middle of a shooting range in a small western city. points scored



Q And here a good old granny pointing! Well I guess the bar cherry got out of control. DeLoreanally we have to change the drawings on bar signs to save it, making all into the shoot, so it might be better to put her out of her misery!



# C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre?

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

And as a special bonus, you can receive a free piece of software if you contact us before March 31st 1991.

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The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

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# POST HOLOCAUST

The shooting season has opened on the Scottish Moors so Post Apocalypse has gone up there to check it all out. But he got bored with Grouse and now he's shooting everything - look out men in kilts! So his brother, Post Holocaust has taken over the letters page for an ash. But Post Apocalypse will be back, and you can write to him at: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

The Letta of the Munt winner gets a copy of YC's fave game of the month, and every letter printed wins a Post Apocalypse badge.

Gm... It's a lovely day for KILLING things and I'm stuck in the tugging YC office answering your messages and wingings. So get on with it 'cos I'm getting an itchy trigger finger and there's a nasty stink of sheep dip in the air...

## WAD A LETTER

I used to buy 'another magazine' every munt until I heard of this really cool, mega magazine called YC. After a few months, I realised I was buying a real magazine for the Commodore 64 and not the Amiga, which is what 'the other one' mostly covers now. Now I know I'm not wasting my wad.

One busy prob. Last munt I was reading the Grouse Fevers feature (where there was another picture of Rik with his mouth open) and Jeffery



tell  
me where  
the rest is?  
Aaron Hillard,  
Leicester

PH: Yeah YC's the best C64 games mag and we know it! About that lovely Dream Team lot, we can't help the Rik pie - I don't think he ever

closed his  
mouth -  
but Jeff's  
comment  
should end  
with "...finally  
picked up about 9  
o'clock the  
next day!"  
Not that I  
gave a damn.

Guy's  
"Most  
extraneous  
thing" just  
ends with  
"and  
more".  
Could  
you

## LETTA OF THE MUNF

### PSYCHO!

I'm going b\*\*\*\* mad. My Gamma power pack blew up in my face. Aargh. I'm going to throw the thing in the fire. I thought of robbing a bank to get the £22.50 for a new one. It's driven me up the wall (Noooo, moooo, daaaa, I've just made two big black tyre-marks on the wall). Maybe I could kill some rich bloke. Hmmm... President Bush? Ho, too far away. The next door neighbour? No, they're poor. I think I'll go back to the bank idea.

Oh, and in Feb's YC, you said there were five games and one demo and I found three games and a demo. Explain, before I blow your head off with an Iraq supagun.

Scott Turley, N. Ireland

PS. Be quick.

PPS. I'm counting: 3, 4, 3, 2...

PPPS. I'll show you down with my motorbiked!

PPPPS. I'm in with the b\*\*\*\*y Mafia...

PH. OK, stop, stop! You're completely mad! Madder than me AND my brother. Yet, there were only three games and a demo on the Feb tape. Are some people never satisfied?

Of course, write much too slow to just leave it there. That's why I'm gonna send you a copy of Back to the Future II, because without a powerpack you won't be able to play it. Ha, ha!



PH. Stop RIGHT there. There's a pattern emerging here: is it my imagination or is there a trigger? Do muscans go on? Let's try the next letter.

### SAW POINT

Fair ga. Your mag arrived in our Newsagents' shelves a week ago. I'm sending the straight back and you'd better have a copy for me 'cos me mate's on his way over.

He's only got one arm so he just took the right chairman. And it takes TWO Poms (Dair he mean us? PH) to lift an Aussie light chameleon!

Harold Eggleston, Victoria, Australia

PH. It IS an Oz invasion. I know I could smell sheep dip. And the guy's the maddest of them all. I'm blessed if I know what he's on about and I'm a bit flummie worried about the one-armed Aussie chairman murderer. I like my limbs as they are. Thankyouverymuch

### GO-CART

I have two questions to ask you:

1) Can you use the C&GS games on the Gamma 64?

2) When is Post Apocalypse going to kill the bloomin' baby? Sunny Patten, Thameshead

PH. 1) What's that wheeking great hole on the back of your C&G for, d'ya think? 2) I think my brother ought to be more worried about what the babe's gonna do to him!

### Y... Y... Y...

I've been buying YC since the June 1999 issue. I reckon it's cool but I got the September issue and the clerk at the newsagent gave me another magazine taped.

Could you answer these questions?

1) Why do you have an arcade column when YC is a C&G mag?

2) Why did you choose to write about the C&G when there are Segas (which are cool)?

John Luhr, New South Wales, Australia

PH. Newsagents like that make me MAD. Hand me my flame-thrower and let me at 'em. He won't be able to tell Gardeners Weekly from a pile of ashes by the time I've

finished

And about your answelling questions? 1) As the saying goes "Arcade machine today, C&G game tomorrow" (jerkably) and 2) Cos if we were a Sega mag, we'd have to be called Your Sega, or YS for short, which we didn't do 'cos there's already a mag called YS. Logic or what?

### RAD TAPE

I've been buying YC for more than a year and I think the games cassette are radical! We have to wait a long time for the magazine but it's worth it!

Tin Dorell, South Melbourne, Australia

PH. Speeds like you have

to wait as long for YC as I do for the pitifully small psychodea I use to buy all my high-explosive Annon. Yeah, the games cassettes are well radical, but I find they're not HARD enough to knock people out, you just make a big noise. Pah!

### DONER IT MAKE YOU SAD?

I'll start by saying "Doner Kabobs Rule". I've been buying your mag ever since your new image came through I pay AUS\$6 (£2.80) and it's two months late... [STOP TMDREL PH]

Richard Pares, Sydney, Australia



Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 6AN  
Tel: 0902 25304. Fax: 0902 712751



## 03/01/2013

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## References

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## THE CONTENTS

**Side A:** Nexox,  
Gomoku

**Side B:** Coball,  
Blackjack



## NEXOX

**Programmer:** Brian Schau  
**Type:** Complete game -  
Arcade-Action  
**Controls:** Joystick in port 2

## THE NEXOX PLAY

In the year 2020 the earth has become so polluted that most people are dying of different strange diseases. Every time a new chat is born it mutates. Therefore the earth's government decided that the earth's population had to move to some other planet if mankind should survive. Three years later, in the year 2023, the first planet was colonised. From then on mankind colonised more than 11 planets in 30 years.

Your planet NEXOX was colonised as planet no 8 in the year 2015. Some 15 years later an alien was arrived on earth. It was the Zyxonians. They came in peace and people had belief in them. But then one day the Zyxonians showed their real intentions and took over the world. After which the Zyxonians took over the world government - no longer allowing people to live a decent life with their strict rule.

Your planet NEXOX was

colonised as planet no 8 in the year 2015. Some 15 years later an alien was arrived on earth. It was the Zyxonians. They came in peace and people had belief in them. But then one day the Zyxonians showed their real intentions and took over the world. After which the Zyxonians took over the world government - no longer allowing people to live a decent life with their strict rule.

The Government of the colonised planets eventually joined forces and made a defensive pact which involved a group of special fighter pilots. This group was called TERRAFORCE (202) and the headquarters were situated on NEXOX. A couple of years after this pact was made, the Zyxonians began to attack the colonised planets. The newly formed TERRAFORCE fighter pilots were sent to destroy the Zyxonians but they were destroyed one by one. Now, this is where you take over!

You are the last of the fighter pilots and you have to win the final battle on your planet NEXOX. Do you have to what it takes to free the human race from enslavement of the Zyxonians????

## CONTROL IN YOUR HANDS

If you manage to get your name on the hi-score table

joytick up and down flip through the alphabet left and right moves your cursor from side to side on the line. Fire starts the ending.

In game mode space bar will put you in pause mode. Fire will resume play. A space craft is earned at the end of every level. Enjoy the game...

## GOMOKU

**Programmer:** Adrian Millett  
**Type:** Complete game -  
Strategy boardgame  
**Controls:** Keyboard (see below)

The original version of GOMOKU is played on the same 19 by 19 board that the fascinating (and very complex) chinese game of Go is played on, but is simply involved two players (one black, one white) placing pieces on a board until one player wins by getting 5-in-a-row (any vertical, horizontal or diagonal direction) or by filling a giant rectangle (or corner). When you first run the game you are presented with a moderately interesting title screen, and are invited to hit the SPACE bar. You can then choose a command number, and you can start a game by selecting "1" for traditional GOMOKU or "2" for a "Hard" variation of the game. I have devised (don't come along theory) below. I recommend you try the "Hard" version - it isn't really any harder to play just more interesting.

I don't want to ramble on too much in a "this is the way you press" command list, since if you're enough wit to switch on the computer and load the tape, the commands won't pose a problem. Remember that if you do have problems the 800 rule, a special 3am help line from the comfort of his own bed. (Get the bug out of here - lol)

**THE COMMANDS ARE AS FOLLOWS**  
Cursor-keys - Select a square.  
Return - Make a move at

F1/F2/F5

Shift+T

Shift+X

Shift+G

Shift+A

Shift+E

Shift+W

Shift+B

Shift+S

Shift+L

2

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

1

the selected square.

- Select piece

colours

- Restart new

game

- Xchange player

colour (White <-

>- Black)

- Make the

computer take

your turn

- Automatically

computer play

against itself, hit

SPACEBAR to

end

- Enter piece of

cursor position

- Place a white

piece at cursor

position

- Place a black

piece at cursor

position

- Save board to

memory

- Load board

from memory

- 2 human players

- 1 human player

vs computer

(normal)



## GAME-PLAY THEORY

Since a line of five wins, if you get a row of four that is unblocked at each end and you have effectively won the game unless your opponent can win immediately by making a row of five. This is because whatever your opponent blocks, you can simply move to the other end and win. (By similar reasoning 3 open-ended rows of three pieces usually poses a winning threat,





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# Wiggle It

(Just a Little Bit!!!)

Rik Henderson grabs his joystick and steadfastly refuses to laugh, snigger or even "ooh" at any innuendos that may or may not appear in his wonderful, fantabulastic joystick round-up. Needless to say that when we mentioned the word "shaft" we found out that he had!!!

The games that we tested the mean machines on were Continental Circus - Virgin Mastertronic, and Super Cars - Gamlin, in order to get a good all-over road test.

## KONIX SPEEDKING



## THE SCORING SYSTEM

A couple of months ago Beverly received a press release from Benetton with a quote from the guy/nar of the firm stating "We see Logo 3 as the BMW of the joystick world...". So we've decided to rate the joysticks on a similar parallel.

**ENGINE** - This is how well the joystick is made made (ie. does it have microswitches or what?)

**BODYWORK** - This is how sturdy the joystick is, and how much torture the exterior can take.

**STEERING** - This is how accurate are the directions.

**RELEASE** - This is how long will the joystick last before coming out.

**TOP SPEED** - This is the overall rating for the game!!

All of the above ratings are given in MPH. The first four are marked out of 50 miles per hour, and then this is added up to give a Top Speed.

After this we give you a comparison on what motor the joystick is most like.

first time, and the other directions are tied into with ease. **47 MPH**

**RELEASE** - Although the outer parts look quite shoddy, the only part of the joystick that'll wear with age is the presentation. **43 MPH**  
**TOP SPEED** - A very slick joystick that is favoured by most of the '83 staff (I've had mine for 3 years). It was superb at both types of game we tested it on. **185 MPH**

**OPTIONAL EXTRAS:** Autofire (E11 99)

**GUARANTEE:** 12 Months  
**COMPANION:** Porsche 911 Turbo

## CONVERTA

**ENGINE** - This is a micro test joystick (meaning it used metal contacts for directional play rather than switches) and as such has smaller, but occasionally inaccurate, workings. **15 MPH**

**BODYWORK** - Oh dear! The whole stick is based on the idea that it can either fit in your hand or stick to the table - it fails to do either. **10 MPH**

## THE SHOWROOM

**JOYSTICK:** Konix  
**Speedking**  
**SUPPLIER:** Konix Computer Products Ltd  
**PRICE:** £10.99



## KONIX SPEEDKING

**ENGINE** - The microswitches give a resounding 'click' every time you point the shaft in a direction and it makes you feel as if the action is very much controlled by yourself. **45 MPH**  
**BODYWORK** - Although

the feel is very plasticky, and the shaft is absolutely long, it fits very snugly in your hand and the buttons are conveniently placed for extremely fast action. Left handed players should beware, as the main-stream version is definitely designed for the right handed majority. **34 MPH**  
**STEERING** - Excellent at hitting those diagonals

**STEERING** - This is a bit like stirring a bowl of soup. There is no physical indication of diagonals, and I'm afraid that its directional play is about as effective as that type. **13 MPH**

**MILEAGE** - If the frenzy episode last for more than a week of hard gameplay I'd be very surprised. **5 MPH**

**TOP SPEED** - What a crap joystick - I don't know what else to say!! **42 MPH**

## THE SHOWROOM

**JOYSTICK:** Concats  
**SUPPLIER:** Konic  
**PRICE:** £24.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** A clapped out Robert Robin (at best)

## KONIX NAVIGATOR

**ENGINE** - Everything runs very smoothly in this high-class version of the Konix. Speeding. The microswitches are very

sharp at the top. Also unlike its little brother you can use it in either hand. **46 MPH**

**STEERING** - Easy to look into those diagonals, and it's nice to see that the normal directional play doesn't suffer because of this. Also the main stick needs't travel very far to reach it's dot, making it a lot tighter than most. **46 MPH**

**MILEAGE** - At least a plastic joystick that feels as if it's been built to last. Everything about it feels sturdy. **47 MPH**

**TOP SPEED** - This is truly the joystick by which to judge all others. And above everything else it even has a smart auto-fire (if the auto-fire's on, you have to press down the main fire button for it to work, allowing you to avoid things you don't particularly want to shoot). **146 MPH**

## THE SHOWROOM

**JOYSTICK:** Konix  
**Navigator**  
**SUPPLIER:** Konic  
**PRICE:** £24.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Ferrari Testarossa



## THE SHOWROOM

**JOYSTICK:** Python 1  
**SUPPLIER:** Bandwell  
**PRICE:** £29.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Mercedes Benz

## APACHE 1

**ENGINE** - Exactly the same inside as it's brother (the Python 1) and exactly the same outside. **35 MPH**

**BODYWORK** - Not as appealing as most of the Quickshot ranges, and feels more plastic. **35 MPH**

**STEERING** - Again identical to the Python 1. **42 MPH**

**MILEAGE** - I honestly can't see it taking the kind of beating a game of Space would give it. **35 MPH**

**TOP SPEED** - Although it seems to be pretty poor, the Apache 1 is the ideal joystick to have as a spare (for when your main one comes round). You might even like it as your first choice. **140 MPH**

microswitches, and although the Quickshot seems to work well enough I just can't get to grips with the almost spongy mechanisms. **35 MPH**

**BODYWORK** - One thing you can't break any of the new range of Quickshots for is their presentation. It looks so good in your hands that you honestly don't want to let go. **46 MPH**

**STEERING** - Like all the sticks without microswitches there is no real indication of whether you're placed in a direction or not, but it all seems very responsive to me. **42 MPH**

**MILEAGE** - This is hard to say. I've known some people who've had Quickshots for years, but others who've had to continually replace them. It really depends on what type of games you play, and whether you're an aggressive person or not. **35 MPH**

**TOP SPEED** - A gorgeous looking joystick with the smartest Quickshot mechanisms inside. If you like to be comfortable when playing this is the joy for you. **140 MPH**



robust but still very responsive. **47 MPH**

**BODYWORK** - A very slick design that fits snugly in your hand with a little

## PYTHON 1

**ENGINE** - I really don't like joysticks without



## THE SHOWROOM

**JOYSTICK:** Apache 1  
**SUPPLIER:** Bondwell  
**PRICE:** £3.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Triumph Spitfire

## FLIGHTGRIP 1

**ENGINE:** Works very well due to the exterior being a joystick. One only wonders how it fits in? 47 MPH

**BODYWORK:** Easily the funniest looking out of the lot of them. If you don't want to use it as a joystick you could always play Batman and Robin with it whilst zooming it through the air. 50 MPH

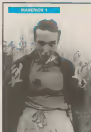
**STEERING:** Immaculate as long as you get the hang of using the directional pad instead of a stick. 50 MPH

**MILEAGE:** Again it's made from a light plastic, but it seems very sturdy, and is not the sort of thing that you'd play Track and Field with anyway. 43 MPH

**TOP SPEED:** Although we'd initially this strange device gives you the ultimate control over any game (apart from wiggling). It performed very well on the two games we tested it on. 155 MPH

## THE SHOWROOM

**JOYSTICK:** Flightgrip 1  
**SUPPLIER:** Bondwell  
**PRICE:** £3.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Lotus Capri Turbo



**MILEAGE:** If not abused the Maverick 1 should last for years and years and years. 47 MPH  
**TOP SPEED:** Joysticks are so comfortable to use, and they certainly brighten any car-pool conversation. The Quackon joystick is the best at an affordable price. 150 MPH

## THE SHOWROOM

**JOYSTICK:** Maverick 1  
**SUPPLIER:** Bondwell  
**PRICE:** £14.99  
**OPTIONAL EXTRAS:** N/A  
**GUARANTEED:** 12 Months  
**COMPARISON:** Porsche 930 Turbo

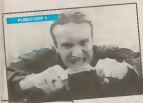
large for you to come to grips with at the most urgent of times. 34 MPH

**MILEAGE:** A hard one that! It's a different plastic to the rest but it seems far more sturdy and built to last. 40 MPH  
**TOP SPEED:** Although it has the worst placed fire buttons in the history of joysticks, the one at the front is by far enough for most uses.

174 MPH

## THE SHOWROOM

**JOYSTICK:** Bangray  
**SUPPLIER:** Lego 3  
**PRICE:** £14.99  
**OPTIONAL EXTRAS:** Aesthetics (£15.95)  
**GUARANTEED:** 12 Months  
**COMPARISON:** Ford Cosworth



## MAVERICK 1

**ENGINE:** A very firm stick with very good directional feel, and the options for other computers are welcome for those of us with consoles too. 46 MPH  
**BODYWORK:** Exceptional! It wouldn't look out of place in the local arcade and helps you to feel like you're really there. 50 MPH  
**STEERING:** Fastlane! 50 MPH

## STINGRAY

**ENGINE:** Seems to work perfectly, with responsive responsiveness and everything. 55 MPH  
**BODYWORK:** Another very weird looking joy in the Navigator mould. Couldn't fail to stand out as it's a bright blue and shiny plastic. 43 MPH  
**STEERING:** The stick part is a bit clumsy and



And that's it for now! Top dog this month was Bondwell's Maverick 1, and next ish we've got loads more joys to test...

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# Quickview

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**EUROPE'S TOP  
SELLING RANGE**

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\* *Source: [www.fishbase.org](http://www.fishbase.org), as of 12/10/2012.*

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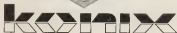
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# THE RETURN OF THE SEXY, SLEEK AND CURVY SURVEY!!!

## SECTION A (PERSONAL)

**1** Are you?

Male ☐  
Female ☐

**2** How old are you?

Under 8 ☐  
9-10 ☐  
11-13 ☐  
14-16 ☐  
17-19 ☐  
20-22 ☐  
23-25 ☐  
Over 25 ☐

**3** Current state of employment?

At School ☐  
At College/University ☐  
Working Full-Time ☐  
Working Part-Time ☐  
Unemployed ☐

**3** If you are working, what is your occupation?

**3** What is your weekly income (packet money/wages)?

£5 or less ☐  
£6-£10 ☐  
£11-£20 ☐  
£21-£100 ☐  
£101-£200 ☐  
£201+ ☐

It's that time of year again where not only do we offer you the chance to win some fabulous prizes, but you get a say in what you want in the mag that you buy!

Up for grabs is £100 worth of the latest games, and two runners-up will win one of the hottest games at the time.

What do you have to do to get your hands on such goodies? Easy peasy, pudding and pee!

Just fill in this form (or a photocopy) and post it to the great survey man in the sky at his funky address: **YO SURVEY, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.** Surveys must arrive before the 1st June 1991.

## SECTION B (HARDWARE)

**1** Do you own any other home computers apart from the C64/G128?

Spectrum ☐  
Amstrad CPC ☐  
Atari ST ☐  
Amiga ☐  
PC Compatible ☐  
Other (Please specify) ☐

Sega Mega Drive ☐  
Nintendo GB ☐  
Nintendo Game Boy ☐  
Atari Lynx ☐  
Atari VCS ☐  
PC Engine ☐  
PC Engine Super Grafx ☐  
Other (Please specify) ☐

**2** Do you plan to buy a new home computer in the next 12 months?

Yes ☐ No ☐

**2** If yes, which one?

Spectrum ☐  
Amstrad CPC ☐  
Atari ST ☐  
Amiga ☐  
PC Compatible ☐  
Other (Please specify) ☐

**4** Do you plan to buy a console in the next 12 months?

Yes ☐ No ☐

**4** If yes, which one?

CBMS ☐  
Amstrad GB4000 ☐  
Sega Master System ☐  
Sega Mega Drive ☐  
Nintendo GB ☐  
Nintendo Game Boy ☐  
Atari Lynx ☐  
Atari VCS ☐  
PC Engine ☐  
PC Engine Super Grafx ☐  
Other (Please specify) ☐

**3** Do you own a console?

Yes ☐ No ☐

**3** If yes, which one?

GB400 ☐  
Amstrad GB4000 ☐  
Sega Master System ☐

**5** Do you own a disk drive?

Yes ☐ No ☐

# SURVEY

**6** Do you own a monitor?  
Yes ☐ No ☐

**7** Do you own a C64 or C128?  
C64 ☐  
C128 ☐  
Neither ☐

## SECTION C (SOFTWARE)

**1** How much cash do you spend on games in an average month?  
Less than £10 ☐  
£11-£20 ☐  
£20-£50 ☐  
£51+ ☐

**2** How much cash do you expect to spend on games (per month) over the next year?  
Less than £10 ☐  
£11-£20 ☐  
£20-£50 ☐  
£51+ ☐

**3** When buying a game do you pay most attention to:  
Price ☐  
YC Reviews ☐  
Other Magazine Reviews ☐  
Advertisements ☐  
Packaging ☐  
Game's Name ☐

**4** What type of games do you play?  
Shoot-em-ups ☐  
Arcade Conversions ☐  
Sports Simulations ☐  
Strategy/War Games ☐  
Flight Sims ☐  
Adventures ☐  
Other (Please specify) ☐

**5** When playing a game, what are you most interested in?  
Pretty Graphics ☐  
Sensous Sounds ☐  
Great Gameplay ☐  
Amazing Addictiveness ☐

Number of Levels ☐  
High Scores ☐

**6** What are the three funkiest C64 games you've ever played?  
1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_

**7** Where do you usually buy your software?  
Specialist Computer Store ☐  
Chainstore ☐  
(WH Smith, Boots, etc.) ☐  
Mail Order ☐  
Computer Shows ☐

**8** Which computer shows do you attend/plan to attend?  
The Computer Entertainment Show ☐  
The Computer Shopper Show ☐  
The Commodore Show ☐  
All-Formats Computer Fair ☐  
Other (Please specify) ☐

## SECTION D (MAGAZINES)

**1** Do you bother to read any other computer mags?  
Commodore Disk User ☐  
Commodore Format ☐  
Snap ☐  
Ace ☐  
C+YC ☐  
New Computer Express ☐  
Other (Please specify) ☐

**2** Do you read any other non-computer related mag? If so, which ones?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**3** Do you think that YC should cover more or less of the following items, or have we got it just right? M R L  
Data ☐☐☐  
Console Kruisy ☐☐☐  
Sours Of The Earth ☐☐☐  
Misadventures ☐☐☐  
Post Apocalyptic ☐☐☐  
Bodge Column ☐☐☐  
Things To Come ☐☐☐  
Nash Zone ☐☐☐  
On The Tape ☐☐☐  
Tech Tips ☐☐☐  
Wiggle It ☐☐☐  
YC Goody Bag ☐☐☐

**4** How do you rate the following? 1 2 3 4 5  
Reviews ☐☐☐☐☐  
Features ☐☐☐☐☐  
Compos ☐☐☐☐☐  
Posters ☐☐☐☐☐  
Cassette ☐☐☐☐☐  
Covers ☐☐☐☐☐  
Comics ☐☐☐☐☐

**5** Do you have any probs getting hold of them organ?  
Yes ☐ No ☐

**5** Do you have a subscription?  
Yes ☐ No ☐

**6** Why do you buy YC?  
Magazine Only ☐  
Cassette Only ☐  
Both ☐

**7** What would you like to see on future cassettes?  
More Wicked Games ☐  
Playable Demos ☐  
Graphics/Music Demos ☐

**8** Is there any way in which you would improve YC?  
Yes ☐ No ☐

**8** If yes, how? \_\_\_\_\_

My name is (BLOCK CAPS) \_\_\_\_\_  
My address is \_\_\_\_\_  
Postcode \_\_\_\_\_

# YC

# COSMIC COMIC 1

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WITH APRIL 1991 YC



## CONTENTS:

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# ROLLING RONNY

## THE ERRAND BOY

BY RIK HENDERSON  
(WORDZ & LETTERZ) AND  
ALAN LATHWELL (ARTS)!!

© 1991 STAREYTE SOFTWARE  
© 1991 VIRGIN  
MASTORTRONIC  
LIMITED



WATCH OUT FOR ROLLING RONNY THE COMPUTER GAME APPEARS



Comics reviews with Rik Henderson...

## RATINGS

**NO STARS** - Crip! Err, what do you want me to say!

★ - Not really very good, could use it to wipe your bottom with!

★★ - Okay for a rainy day, or a picnic in Milton Keynes.

★★★ - Well worth the read, but collectors will certainly not be bagging it up!

★★★★ - A treasure of a read, well worth the third mortgage to be able to buy it!

★★★★★ - So good that the pages invite you to come in, have a cup of tea and a rather large score, and play a game of Pictionary.



## OVER THE EDGE #1

**PUBLISHER:** Futurolog  
**PRICE:** £1.70  
**CREATIVE TEAM:** Various

With the success of the monthly/bimonthly anthology mag (such as

Deadline and Crisis), it's quite easy to give the credit to them for their originality. The fact of the matter is that underground fanzines have been doing the same thing for absolutely yonks (and yonks and yonks).

The only problem that exists here is that they are not very well distributed in the comic outlets, and it is unlikely that you'll be able to find the latest copy of

"Mums with big bakers" unless you dig under the masses of piles of comics with 'K' in their titles. This is a shame, and should be something that'll be rectified shortly, thanks to the attitudes of the smaller distributors. Even still, I had to beg a past issue of *OVER THE EDGE* and "Marvel Presents" to be able to grab a copy of what could be the

showpiece for a plethora of artists that someone will be the industry's hottest talent.

In this ish we get the chance to savour the delights of Byzantium - a dark future tale of the dangers of technology - by Garen Ewing (an artist I've been in contact with a few times in my shady past) and Terry Staple as the writer, *Georgia & The Dragon* - a demerol, star-hopping story - by Paul H. Birch, Joe Hall and Joe Aveni, with the other highlight being Cath McJannet's *The Telepath* - which is a serious short tale about the curse of telepathy - by David Waddock, Gary Portman and John Robbins. The other regular strips will need a few more episodes to establish themselves, as they seem to rely heavily on action, and tend not to dwell on plot.

*Over The Edge* will need to tighten up its presentation a tad, and perhaps include a couple of strips that break from the Science Fiction/Fantasy mould, but we've been guaranteed that in the *Edition*

**RATINGS:** ★ ★ ★ ★

# FLAME

## THE A1 TRUE LIFE BIKINI CONFIDENTIAL

**PUBLISHER:** Atomika Press  
**PRICE:** £3.95  
**CREATIVE TEAM:** Various

A1 is by far the most impressive anthology title to date (and by far one of the dearest too), and although this ish's a fair bit late, we've been treated once again to strips with more talent than Uncle Bob's Bustin's Bagnor. Regs checky talent show and dog mastery competition.

The contents are a bit on the saucy side so for all those under the age of 18 it's best if you ask your mum if you can have it (and somewhere you'll only have to hide it under your mattresses - and we all know what a drag that is), and anyway, some of the strips are a little complex in plot anyway (we're not talking 'vuday turley' here).

Inside is a hotch-potch of strips (some that offer more than one meaning for that word), and they're





★YC★  
POSTER

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IMAGETWORKS  
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ON

all of a quality that is normally associated with such creators. Although there is the occasional low point (like the flagrant attempt at getting as many famous names as the issue as possible with the inclusion of a Betty Page gallery - a collection of fake front

covers featuring the same 'Cult-Guon')

Although you are asked to pay a great wage for such quality, it really is such quality. Buy it or be condemned to train-spotting for the rest of your life!

**RATING:** ★★★★★



## SHORTS

### PREDATOR 2 #1 (of 2)

**PUBLISHER:** Dark Horse

**PRICE:** \$2.50 U.S.

**CREATIVE TEAM:** Franz Herzel, Dan Berry, Randy Emberlin

Los Angeles is so hot that the burning is melting, and to make things worse there's a drug war going on. To make things even more bad a new Predator has arrived on Earth, and his hunting ground is the city. Lieutenant Hampton is the man who is solely out to not the drug barons, and he finds more than he bargained for.

This comic is the first part of the official movie adaptation, and although it's very well done, like all movie adaptations, it's really only worth buying if you're not likely to see the film, but you'd like to know what happens anyway.

If you are going to see the film, you'd be a dumb planker if you wanted to read the story before hand (unless you like telling everybody else in the cinema exactly what happens before the end of the movie, and therefore having extremely large popcorn cartons rained up your bottom).

**RATING:** ★★

### THE COLOUR OF MAGIC #1 (of 4)

**PUBLISHER:** Innovation

**PRICE:** \$2.50 U.S.

**CREATIVE TEAM:** Scott Rockwell, Steve Ross, George Gross Jr.

Anybody that's read Terry Pratchett's wonderful fantasy comedy novel 'The Colour of Magic' will be thrilled that it's finally reached the pages of a comic. It's a tale of exploration and humour that even Douglas Adams would be proud of, and although the book has far more body to it, this adaptation is quite superb.

The colour of the artwork is splendidly done, and the only quibble would be that the art itself leads far more to Conan the Barbarian than any humour zomp. The story was always a good one for the medium, Innovation has made it a great one.

**RATING:** ★★★★★







TO BE CONTINUED





Oozin' Eugene takes us on a one way trip to Dosheroonieville, and all qualified tipsters should change here for Spondoonie Town. Other poor souls will have to make do with staying at the crap gamer's B&B.

Is this bad or what? 5 pages of mega-stinking tips for your mouths to water over, or my name's not Jeremy Beadie - hang on a sec, my name's NOT Jeremy Beadie, oh sod it!

## TEENAGE MUTANT HERO TURTLES

Here's a load of absolutely spiffy hints and tips for Chrimbo's top seller. Unfortunately whoever sent them in forgot to include his/her name and address, so we'll presume that they were sent from the fifth turtle, Gino Ganoili.

### End of level Baddies

**Beetop** - It is best to stand on the ledge by Rocksteady and make sure he's not hitting you. Then crouch down, use Donatello, and keep firing. Eventually Beetop will jump into your staff 8 times and kill himself.

**Rocksteady** - Work out where he jumps and jump up behind him. Hit him 6 times with Donatello to kill him. Do not jump too close or he will keep hitting you.

**Mechaturtle** - Again, work out where he jumps and stand next to where he's going to land. Keep hitting him 8 times with Donatello or 16 times with any other turtle.

**Shredder** - Jump to the highest platform and crouch down with Donatello. Keep firing and he will jump into your line and kill himself. Be careful though, he'll jump to the height of the platform and fire every so often, you'll have to jump over the bullets.



### How to kill the baddies

Baddy	Hits with any Turtle	Hits with Donatello
Baboons	1	1
Moustons	1	1
Bats	1	1
Stick'em-ups	1	1
Spiders	1	1
Foot Soldiers	2	2
Fire Press	4 or 5	2 or 3
Roller Car	4 or 5	2 or 3
Boomerang Throwers	4 or 5	2 or 3
Chameleon Men	5	3
Men that turn into Turtles	5	3
Men that turn into Flies	2 for Men, 2 for Fly	1 for Men, 1 for Fly
Frogs	5	3
Critches	10	5

## Other Tips

When you are in the water, work out where the bombs are and the patterns of the Electric Shockers to make life easier.

Save Donagoffs for the hard bits and end of level battles, and use Raphael any other time 'cause his

weapon has the shortest reach.

Try to collect as many glasses, like Ninja Stars and Boomerangs, as possible because they help on end of level battles and Mr Invincibility helps even though it doesn't last very long.



Ninja coming up from behind



## FORTRESS

This VC tape game was fardish so G. J. Donagoff has sent us this brief tip (a brief's on its way)

Hold down RUN/STOP and keep the fire button pressed down for slow motion gameplay (very useful for tight squeezes)



## ST DRAGON

Another superb game, and another tip from G. J. Donagoff (and another free forting)

Start the game and crash into the bottom of the screen, then restore the game by pressing P three G. Do the same 4 times, you should now have immunity, but you cannot collect extra weapons.

## NINJA SPIRIT

Robin Dagle also replies to the Wingers plea sent out by Kourash Moya. Not only does he supply the solution for the first four levels of the aging game, but a cheat that definitely works too. Apparently though, he didn't want to give the last two levels away because it would be 'too easy', and Robin's named himself another easy knitter

### Level 1

For this level you should use the sword. When you start go right, killing any enemies who appear under the floor immediately. When you get to the second part of the temple, stay in one place and wait for the golden Ninja to attack you.

When you kill one, collect

the sword that he leaves behind (it's either a Spent, Weapon Boost, or Smur! Bomb). Repeat this until there's a minute left on the clock, then run to a screen with two mini volcanoes.

Kill ten of the ones who

jump out of the MWs and when the end of level battle appears, go to the right hand corner, change to Ninja Stars and keep blasting. When a bullet goes near you just jump over it and keep blasting. Divided level 2.

### Level 2

Use the sword again. Keep going right until you get to the second bridge, change to nungsters and keep running. The end of level battle is tricky. Firstly, make sure there's no fireballs or mines, then, whenever the scorpion goes for you, jump up. This gives you a few seconds to shoot at him and when it changes again, just repeat the above tactics.

### Level 3

Very tough indeed. Use sword on the level. You've got to jump over the swamp guards, not kill them (it takes a while to learn this, but once you've perfected it you'll manage it every time).

When you get to the end of level battle, switch to dynamite and jump over it in the same way as you did the swamp guards. As it goes the other way, get it a hole of explosives. Repeat this until it dies, but watch the area

### Level 4

Dynamite on this level. Just keep going onwards and kill everything you see. You'll lose loads of lives, but what the hell!

On the final drop, switch to sword and move fast. When you get to the end of level battle stay with the sword and when you get the chance, jump all top of them and dig the sword in.

### The Cheat

For this cheat you'll need a reset switch. Reset on the title screen and enter: POKÉ 10446, 173 045 2051

This gives you infinite lives

## KNIGHT MARE

For most people this game has been true to its title, but for no longer. Daniel Brownfield and James Collier have sent us this brief tip on how to get past the second door, for which they get a liver to share between them

Give the man a few kicks and he gives you a shovel. Dig with the shovel under the locked door

# MIDNIGHT RESISTANCE

Easily the most addictive game for many moons, we've been inundated with both pleas for help, and tips galore. Robin Ogle does one better and gives us loads of tips for every level to help us all finally complete the game. Fifteen quid is the least we can give you (and the most!) Robin, Holy hog dosh!!



## Level 1

A fairly simple level. Just keep going right until you get to the tank, then go to the left-hand corner and keep blasting at the tank. When it fires, simply jump over the bullet, the second bullet just aims at where you were in the air and presents no problem. Go up and right to complete the level.

## Buy

Three-way or Shotgun  
Homing or Nitro  
An extra life

## Level 2

Still fairly easy. Destroy the tank in the usual method and go down the hatch. Go through the vents and blast the machine gunners. Destroy the conveyor belts and when you get to the

middle firing tank, go in the bottom left-hand corner and blast it from below. Go down and right to finish the level.

## Buy

Three-way  
Nitro or Shower  
An extra life

## Level 3

Tough level this. Go right until you get to the lift, then keep jumping up, using the three-way to

dispose of the jetpack men. When you get to the three vents, use the Nitro or Shower to dispose of them. To avoid them, just stay in the middle of the screen and when they come down, jump away and then back again.

This end of level besides is quite simple. Just blast the saws and shoot the eye. Keep going right to exit the level.

## Buy

Three-way or Shotgun  
Homing Missiles  
An extra life

## Level 4

Keep going right, destroying the tanks you meet, but be prepared for the jetpackers! Climb up the ladder and prepare for a long battle. Use the homing missiles to destroy the jets and exit right.

## Buy

Extra ammo  
Homing or Nitro  
Extra life

## Level 5

A tough level this. Keep going left and drop down the ledge. When the helicopter appears, use all your ammo on it and stay like crazy. Keep going left and use the same 'tactics' on the second helicopter.

To get past the electric forcefield, just blast the top and bottom of the electric beams. Jump the large gap and kill the mad wire-gunner. Go down and kill the electric again. Then go back up and destroy the forcefield, after which you go right to complete the level.

## Buy

Extra ammo  
Homing Missiles  
Extra life

## Level 6

Easy! Just go right and when the screen drops, smag everything you see. The screen keeps dropping and you keep falling.

When you reach the bottom, just go right and exit the level.

## Buy

Fire or Extra ammo  
Nitro or Shower  
Extra life

## Level 7

Fairly easy, but you do need 'fire'. Just go right and waste all the soldiers you meet. Use the fire and backpack's weapon to destroy the missile-firing tanks and the other 'things', and bang - you've done it.



## Buy

Extra ammo  
Homing  
Extra life

## Level 8

Keep going up, there's lots of keys to collect so it's not advisable to shoot someone on a separate ladder.

The end of level besides is very awkward and homing missiles come in very useful as close fire.

## Buy

Extra ammo  
Homing or Nitro

## Level 9

Quite tough this. Keep going right, blasting all the blocks you see (three-way is good for this) before they get a chance to fire. When you get to King Crimson Well, his head anyway, just blast like crazy and hope for the best. There, you've done it, all back and watch the end of game sequence.

## The Cheat

If you get killed on any level after you've typed in your high score the message 'meow' and press fire' comes up. Ignore this line and just press fire. The next level will then load (this obviously will not work if you have a disk drive).



## POKES

Loads of lovely pokerones from A. Jacques, Peter J.R. Lewis, and he who is titled Gino Gineki. All of these will be getting a crispy flyer for their efforts.

If there is no SYS number it means that the pokos are for use with a cartridge (available from Data! SQL, and other manufacturers).

### BATMAN - THE MOVIE

Infinite lives  
POKE 4999, 173  
SYS 1624



### CREATURES

Infinite lives  
POKE 7329, 173  
POKE 9846, 173

### FROSTY THE SNOWMAN

Infinite lives  
POKE 27919, 173

### HARC

Infinite credits  
POKE 26447, 173  
POKE 26614, 173  
Stops badies shooting  
POKE 31676, 169  
POKE 31665, 169  
Infinite bullets  
POKE 26433, 0  
Infinite missiles  
POKE 32662, 0

### PUB TRINA

Infinite money  
POKE 9687, 0

### THE RUNNING MAN

Infinite money  
POKE 5529, 0  
Infinite time (at end of level)  
POKE 2650, 0  
Stops dog biting you  
POKE 7635, 169  
POKE 7841, 203

### TEENAGE MUTANT HERO TURTLES

Infinite credits



POKE 1677, 173  
Infinite energy  
POKE 26918, 141

### TOTAL RECALL

Infinite energy  
POKE 11360, 201  
POKE 11361, 203  
POKE 11362, 208  
POKE 11363, 176  
POKE 11364, 201  
Infinite time  
POKE 11793, 0

### TIN TIN ON THE MOON (Stage 1)

Infinite time  
POKE 33827, 0

### TURNBOAT

For infinite time  
POKE 3630, 173

## POKES

## WINGERS' CORNER

If you can help any of the following please send us your tips.

John Borley is having trouble with Knightman (the tip in this ish should help), all three Dirtyz (we printed full solutions to two of them - Treasure Island and Fantasy Land - in our Sept 93 issue), and Strip Poker 2.

W. A. Barnington wonders how to enter pokos without an SYS number. It's pretty easy really, you need a commercial cartridge from one of the suppliers. In a future issue we'll look at all these available, but for now you should note through the adverts for the best one. The same applies to Michael Bennett Jr.

James Hainsford is also having trouble with a Dirtyz game, although this time it's the first one. He can get into the castle, and past the Wizard, but cannot complete the game.

Richard Fares is having a little trouble with Flimbo's Quest, he can't get past level 6, and needs a Poke with an SYS number.

Ernie Capeman is having big probs with Frosty the Snowman and cannot get past the EH. We'll be printing full maps and a playing guide in a future issue, but up in the poke section there's one for this excellent game.

Paul Milburn is looking for a cheat that works for X-Gut. He replaces the chee we printed in December didn't work due to the C64 not having an ESCAPE key. There is one on the C128, but I don't suppose that helps much.

Adrian Sharp needs cheats for Predator (how do you kill the monster or hit the base tank?), Live and Let Die (infinite fuel needed), and Moonwalker (infinite disks).

Scott Garte is looking for cheats for Back to the Future II, Barbarian, Target Renegade and Footballer of the Year.

Anthony Phillips would like to know if there's a poke that works for Green Beret.

# MEGA-FIENDS FROM HELL

## The high scores...

### Beastly Knights

Sally Sam - Carl Beeson, Preston

### Berberten

14,850 - Ross Gannell, Harrow

### Belman - The Caped Crusader

Completed (98%) Penguin's plot - G Smalley, South Glamorgan

### Belman - The Movie

618,420 - Andrew Main, Falkirk

### Beverly Hills Cop

41,882 - G Smalley, South Glamorgan

### Cabal

299,885 - Ben Rotunda, Cheltenham

### Emlyn Hughes International Soccer

15-7 (level 10) - Anthony Phillips, Essex  
12-6 (level 10) - Ben Rotunda, Cheltenham

### Ghostbusters

360,500 - Carl Beeson, Preston  
523,500 - Andrew Main, Falkirk

### IK+

585,000 - Ross Gannell, Harrow

### Kiss

Wine 17 - Ben Rotunda, Cheltenham

### Pipewrench

86,070 (level 20) - Ross Gannell, Harrow

### Quartet

215,850 - Carl Micallef, Kent

### Rainbow Islands

Level 5, Robot Island - Carl Micallef, Kent  
Level 5 - Andrew Skillington, Leeds  
Level 4 - Carl Beeson, Preston

### Rambo

557,500 - G Smalley, South Glamorgan

### Red Heat

125,500 - Adam Tawne, Portsmouth

### Salamander

90,000 - Ben Rotunda, Cheltenham

### Starquake

Finished (18%) - Carl Beeson, Preston

### Summer Camp

Level 3 - Andrew Skillington, Leeds

### Super Wonderboy

115,310 (Finished game) - Carl Micallef, Kent

### Turbo Gurnav

12,867,800 - G Smalley, South Glamorgan

### Turrisian

World 4, Area 2 - Andrew Skillington, Leeds

### The Untouchables

208,730 - Ross Gannell, Harrow

### WEC Le Mans

Completed, 644,830, Best lap time 1:58.4 - G Smalley, South Glamorgan

### Willow Pattern

Finished (83%) - Carl Beeson, Preston

### Wonderboy

284,560 (June 7, round 3) - Carl Micallef, Kent

### Yogi's Great Escape

100,700 - Andrew Main, Falkirk



And that's it for this humungous edition of SOTE. Next month we'll see loads of maps and a couple of new features, until then keep sending in ORIGINAL letters, tips, jokes and maps and the best will be rewarded with real cash.

Send your cheats, high scores, wingers to: Gavin' Eugene, YC, 20 Pattern Lane, Kilm Farm, Milton Keynes, MK11 3HR.

You join us for the first heat of this exciting contest. The lights are dim. The audience are dim. The contestants are d... No, but seriously. There will be four qualifying rounds of the contest from four sections of the software industry with questions on the kind of trivia that, until now, has cluttered only the minds of the YC staff.

# COMPUTER BOF

(aka "A Clash of the Titans: A Meeting...")

## ROUND

### THE CONTESTANTS:

#### Donette Woodgett (J&J)

**Gold:** "My job is to maintain a constant corporate image for the company and its brands in response to enquiries from trade, public and press."

#### Cathy Campos

#### (Microsoft/Intergraph)

"I'm responsible for the promotion of lots of different titles such as Back to the Future II and Predator II. In the course of my job I get to deal with and take part lots of interesting games like the YC team."

#### Tammy Look (Domark)

"I'm a Marketing Assistant, Assistant PR/Supervisor. I meet lovely people like Rick and go up and down the country taking them out for swimming, expensive lunches. I also organise nice parties with games like Skull + Crossbones and Hydra, which are completely brilliant."

#### Nicki Hemmings (Rainbow Arts)

"I try to get as many front covers out of people as possible, with no lunches up front. I want to tell all the readers to go out and buy Turmoil II which'll give Robocop II a run for its money - and we didn't have to buy a licence!"

#### Mike Clarke (Code Masters)

"The Coders say to me 'Get close to the prize Mike, and get them to write nice things about us'. So, Absolutely brilliant Code Masters - Code Masters. Super-smooth graphics. Is that OK?"

#### Samuel Marchant

(Storm): "I do PR, testing and development managing. I take people out to lunch and that gives me a good excuse to have an expensive meal. I like, where possible, to get my photo in the press so that our programmes can blow it up on the photocopier and deface it."

And on with the Questions...

This round's winner will go on to meet a Programmer, an MD and a YC editor in the final. Can Donette possibly know enough trivia?

Meanwhile the runners up

will have to console themselves with a piece of Chocolate Fudge cake and the promise of a large, sticky drink at the European Computer Trade Show from R&D

DW



CC



1. Who is Kevin Tera?	He did a football game Football Manager [X]	The guy that programmed Football Manager [X]
2. Who released Friday the 13th, the computer game?	Domark. It was Domark, was it? [X]	It was some toady. (Gensport, for Cathy's own grief?) [X]
3. What have the computer games Liverpool FC, Great Guns Sisters and Outrun Europa got in common?	They didn't actually get released. But Outrun Europa IS going to be released! (A bonus half point for our writing YC, there!) [1 1/2]	They all got banned? [1/2]
4. What was YC called before it was called YC?	Your Commodore [X]	Your Commodore [X]
5. Name three software companies that have gone bust.	Softtek, Activision, GrandSlam [X]	Tyresoft, Softtek, GrandSlam [X]
6. Name three releases from Absolute software.	(After much thought) Test Drive, Intake and a sports one - Jack Nicklaus Golf [X]	Altered Destiny, Test Drive II, Ehwa [X]
7. Which software company has the Neighbours license?	Pose! [X]	Whoever it is, I feel sorry for them! [X]
8. How many Mega does the average GS cartridge have?	Two or three Megabits [X]	Four? I'm sure I'm wrong [X]
9. Identify five add-ons for a C64?	Joystick, Mouse, Disk Drive, FastLoader, Printer [X]	Joystick, Printer, Mouse, FastLoader, Monitor [X]
10. Which chest-tapping pop band is about to have its own computer game?	New Kids on the Block [X]	New Kids on the Block [X]

And the scores? 6th: Cathy Campos - 14 1/2 5th: Tammy Look - 15 4th: Nicki Hemmings - 15 1/2

# BOFFO OF THE YEAR 1991

NG 'f Intellects The Like of Which Has Ne'er Been Seen Before")

## 1: PR-types

### THE ANSWERS:

1. The author of Football Manager, and he had his meg-shot on the front... an all 2. Darnish (although they prefer

not to mention 1 - the game was such shitey it had feathers and went 'gabble, gabble, gabble') 3. None of them were ever properly released 4. Your Commodore, of course!

4. Far too many to mention here! But Activision (part of) Robot, Imagine, GrandSlam, CRL (part of, again), Tynesoft, etc. are all acceptable 5. No, there are much too many!

Only one contestant from each heat can go through to the exciting Woolsort's self-schewy Star-studded final in four issues' time So, draw up a comfy chair and let's play Boffo... or... Computer Boffo of the Year 1991.

TL



NH



MC



DN



He's something to do with a game about a football manager, I think. [1 1/2]

He must be a footballer! Did he write some football game? [1/2]

He had his picture on the front of some football game, Football Manager [1]

The guy responsible for Football Manager [1]

I know this company! Darnish! [1]

Occur? It's before my time! [0]

Was that CRL? [0]

CRL? [0]

They were never released [1]

Never seen the games released [1]

They never appeared, or very briefly [1]

None of them came out or none of them were any good? [1]

Your Commodore [1]

Your Commodore [1]

Your Commodore [1]

Your Commodore [1]

GrandSlam, Tynesoft, Interceptor [2]

Tynesoft, Activision, Imagine [2]

Tynesoft, GrandSlam, Imagine The Lotus was borrowed for ads, mysteriously [2]

Robot, Imagine, GrandSlam [2]

I don't know! Er, Test Drive, Handball and something else? [2 1/2]

Test Drive II, Intimid, Day of the Tiger [2]

At 4 inches, Jack Nicklaus Golf Test Drive [2]

Golfbot, Jack Nicklaus and absolutely thinks of game that Acapulse would prefer not to mention! The Ward [2]

I really don't think I know that. [0]

It's not Roger Hultey's crowd, is it? [0]

Zeppelin [1]

Er... Begins with A? Er... Darnish, just see they deserve it? [2]

4800, or 4, 40? [0]

Two [1]

Two [1]

Two [1]

Cartridge things, Printer, DataCassette, Joystick, Monitor [0]

Joystick, Disk Drive, Mouse, Printer, Power Cartridge [0]

Cassette Deck, Disk Drive, Light Gun, Printer, Joystick [0]

Joystick, Disk Drive, Monitor. A video if you want to (Phone), Action Replay Cartridge [0]

New Kids on the Block [1]

New Kids on the Block [1]

New Kids on the Block [1]

(Confirming) New Kids on the Block? [1]

# **IF YOU LIVE HERE HAVE WE GOT AN OFFER FOR YOU!**

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# NEXT MONTH

IN THE ONLY  
COMMIE 64  
MAG WORTH  
SPENDING  
YOUR DOSH  
ON

YC IS TRULY  
GRIPPING!  
AND IT'S HANDY  
TOO!

## GAUNTLET 3D

The sequel to the most original series of coin-ops in history, and original in every way itself. Read the exclusive first review in YC, and discover why US Gamers think it's their biggest release for yonks.

GAUNTLET 3D  
3D ACTION  
ARCADE GAME

At least TWO playable demos will headline the bestest YC tape yet. Others concentrate on supplying tape boxes we concentrate on supplying the goods.

## KONSOLE KRAZY

An extra extended version of the column for C64GB owners that outlines the future of the machine, in humorous and serious ways.



### FREE EXTRAS!

- Loads of reviews and previews!
- Another free pull-out comic featuring your favourite strips!
- Tonnes of mega tips and adventure hints!
- The second part of Wiggle It!
- Another spondiculous poster!

### YC MAY '91 -

It's so splendid you could even use it to sweat thess!

## OUT APRIL 26

The publishers of YC are quite prone to spontaneous decisions so if we change the contents or anything it's completely natural (But if we do, you can bet that it'd be completely funky whatever we change it to!)

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BY NAME:

BY ADDRESS:

Give this to your local paper shop before it blows away!

# GRAND PRIX

Football management games, you either love 'em or you hate 'em, either way you've probably had enough of them!!! **Rik Henderson** takes this unusual Formula One management game out for a spin...



**M**anagement games? I love 'em!! Give me a day or two in front of a console and a copy of Football Director and I'll be spent the whole time (gawping briefly just to scoff the odd fig roll and sup my cold tea). And when something more original than footy becomes the subject of such a game I treat it like a shot.

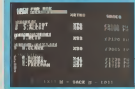
I tell you what, you've never seen a tape fly into a desktop as fast as my copy of Grand Prix did! Unfortunately I had to wait for the normal loading time until the game was there, up on screen, for my

eagerly awaiting management skills to delve into, and delve they did.

You are the boss of a Formula One racing team, the sort of bloke that you see up in the grand stand at any racing track with a fat cigar and an equally fat bank. And to build the team you get a few offers from different racing names and sponsors. As soon as the game starts you are offered the type of car that you'll race, the engine you'll put in the car, the major sponsor name, the tyre manufacturer that you'll be linked to, and other sponsor/manufacturer



"And there he goes... see the talent... and here's some sense... walking straight past the hot dog stand, get me word, he's expensive... he's all over the place... can he hold on. Shouldn't have to drink twenty pints of Buckle!"



series that all go to putting together a winning set-up. These all give you humongous amounts of cash that you can use at a later date.

When you get through to the major option screen you realize that there's not really much you can actually spend your money on. You've already been supplied with a crew (the staff) all of which have their own individual percentage ratings, but you can sack them and install new people in their places (with higher percentage ratings hopefully). And apart from betting, investing and entering the tables (driver and franchise) it's onto the track.

Here you get the chance to fuel your car and choose the type of tyres to use depending on the weather and really that's about it, just send

your two drivers out. You have one qualifying lap to set your position on the grid and then it's the main race. It's here that the game tells most as you have to wait about five minutes to see the outcome. The only part of this that reminds you to do anything is the pitstop when you've either got engine trouble, you want to change your tyres because the weather's changed, or you need to refuel, but the computer ain't even do them for you.

That's essentially all there is to the game. It's very flicking, but not necessarily complex enough for the real management buffon. If you're a racing fan you'd be well chuffed at the accuracy of the gameplay, if not it may be best to stick with the subject we all know and love, footy.



CREDIT CARD	What amount?	What time is to start?	What time is to end?	What time is to start?	What time is to end?
	What amount?	What time is to start?	What time is to end?	What time is to start?	What time is to end?

NAME: Grand Prix  
SUPPORTER: S & H Games  
PRICE: £2.99 Tape only.  
RELEASE DATE: Out now.

75%

A distinctly average management game. It takes the corners smoothly enough, it just doesn't have the oomph for the straights.



## THE SHORES

**NO SCORE** - This game is too absurd for words. It's probably be worthwhile using the cassette to record as E.M.F. angle on or something. Not even worth a look. The only appeal would be for amusement. **0000** - This is an average budget game, and would probably fill a gap on a rainy Sunday afternoon. **0000** - This game is rather splendid really, but it lacks that certain something that sometimes a 'must buy' **00000** - This is the best you're likely to get for your pocket money. Well worth reading your player bank for.



## RUGBY COACH

D&H Games are very well known for not only the company's prolific nature when it comes to sport simulations (see the Grand Prix review on these pages), but 80% of them are rather stonky (and pretty accounts). And out of these most of them are released for just under three quid on the budget label 'Cult'.

Rugby Coach is yet another of the management games that Cult's so good at, although this time the focus is away from footy. But not that far away, 'cause rugby's the focus of attention, or more accurately rugby league (the difference between rugby league and rugby union is the amount of foul play involved about in the pub afterwards, and the



amount of moaning that the players perform from the team coach after a



WHEE!  
WHEE!



## THE BUDGIE COLUMN

we, and a bag full of beer!

First you choose which team you'd like to manage, or "coach" if we're being fancy (we certainly are - The Redskins), and you do have the chance to change the

opposing teams in the league and

Then you're presented with an option screen that offers you all the features you need to be able to choose a championship and cup (there are two of them) winning team. You can offer players on the transfer market (don't forget, rugby league allows transfer fees for players, and it can be a profit making base, unlike cricket) and similarly buy others, although you can only ever have up to 20 players in your team at one time. Each player has a level for each of Strength, Speed, Tackling, Passing, and Kicking.

### LEAGUE MATCH NO. 11

LEEDS	VS	GLASGOW
GLASGOW	VS	LEEDS
GLASGOW	VS	GLASGOW
GLASGOW	VS	GLASGOW
GLASGOW	VS	GLASGOW
GLASGOW	VS	GLASGOW

names later on. Then you can choose a side itself from 1 (easy) and 3 (impossibly difficult), as well as in fact that you could use it to drill holes in the road), all of which determining how dangerous and uncatchably strong the

defence, and also has an overall rating which, unlike other management games (Footy or otherwise), differs from player position to player position.

Once you've got yourself a balanced team (or what you think is a

# COMPUTER D

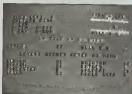
"What shall we do this Sunday?" says the small spotty geek in the duffle coat. Rik thought long and hard, "Let's play Diplomacy!", he said in a mook taking tone. And so Rik Henderson does end up playing the 30 year old strategy game, and ends up buying himself a duffle coat.

I remember, back in the old days, sitting in my School library with a set of the Diplomacy board game and a few diaries. After about half an hour we'd set up the board and another half we'd read the rules. (By the time the first turn had been worked out, the school bell rung and we were checked out by the staff of our diode pens (not! No school uniform for the mighty Red). And, unfortunately, all further attempts at playing were consistently dished by somebody's Mum ringing up half way through, or the cat had water half the pieces, and to this date we've never finished a whole game.

Thanks to Wingo, and the Leisure Games label, we've finally treated to the

computerisation of the game of old world domination, and "treated" is certainly the right word for it. Although we don't really have the space to go into all the nooks and crannies of the rules of the game, here's a rough idea. You are the ruler of a nation (England, Austria-Hungary, Russia, Germany, Turkey, Italy, or France), or if there are less players than seven (five max), generally more than one. Using your armies and fleets you have to essentially take over the regions (called supply centres) of each country (eventually taking over the entire world).

This can be done using help from other players by signing treaties, and by asking for military aid, and when you do take over a supply centre you will own



# DIPLOMACY



<b>CREDIT CARD</b>	Can't say I simplify something any?	CRAP! NO	Big money game to play and to do completely	But since you've got the hang of it you know that I've gone that same way!
	Good presentation and the board serves as equipment on its original	CRAP! NO		

NAME: Diplomacy. SUPPLIER: Leisure Games. PRICE: £24.95 (Type), £14.95 (Box) RELEASE DATE: Out now	OVERALL	85%
---	---------	-----

Not the sort of game for shoot-'em-up freaks, but strategists and boardgamers will salivate at the prospect of world domination.

receive a new army or fleet (growing your forces as you go). You get several options to perform before you and your turn - three troops, support other troops in battle, convey troops across the water, etc - and once over all the turns are revealed and the outcome worked out.

"Now why shouldn't I just go out and buy the board game?" I hear you all yell out in unison! Simple, because there are no fuddy babs in this box, just a tape-record, and the presentation and options are incredible. For a start, you can have up

to seven players, any of them human or computer controlled (with the computer players having three skill levels), and the map screens are split up into standard, troop, and occupied maps.

Everything is controlled using easy joystick controls and the whole package gives away, and highly improved, sense of life to what has been nicknamed as the best board game ever. You can forget the excellent conversion of Monopoly, Cluedo, Scrabble, and Risk; Diplomacy is the ultimate of them all.



balanced team, and have looked at your opponents' area scores (and seen that they're very likely to just come out on the price and continuously jump up and down on your tapes, you'll enter the arena of operation (as the Americans would call it if they saw how violent rugby really is - not like their pony game). It is here that you realize one of the few tasks of Rugby Coach as, no matter how many points my team dominated the opposition in area scores, the final outcome is always most likely to go away from your team. The other bug (although the first cubicle

is not actually a bug) is when you accumulate too good a team and you try to raise your Forward rating above 45, it will decrease all the way to 0, no matter how good the players are in that position.

Rugby Coach isn't the best management game, but is typical of the high standard of budget simulation games released by C&T. It offers a lot of new features and is very simple, and very gripping, to play. It isn't for the huge, it could well have been worth a full price tag.

RATING: **C C C C**

## CONTINENTAL CIRCUS

MASTERTRONIC £2.99

imagines this, one Japanese bloke is phoning up an American, and he wants to know what the name of his lovely new arcade machine is so he can have the sales and

top strap printed. Also imagine that the line is pretty cracky, and when the American fellow says "Continental Circus" - a highly logical name for a car racing game - it gets a

little bit garbled and the Japanese bloke hears "Continental Circus" - a not-so-logical name for a car racing game - and so an arcade game bloke



O And they all sit round the table discussing such important topics as they're going to have the best location, and why some markets always make your mouth dry!



THREE  
TWO  
ONE



(previously been released at full price)

There are eight different race tracks to race on, but like Pole Position and thousands after it, you have to qualify each time to be able to progress onto the next. And that really is the only playability in one. You wave your badly drawn car sprite around the badly smiling 3D racetrack, trying to avoid other badly drawn car sprites.



up is created.

Virgin bought the rights to the machine, and so a computer game code-up was created. Continental Circus was never the sort of game, in the arcade, that was an ideal choice for cabinet conversion, and it was expressed upon first viewing (having

and racing towards the badly wobbling qualifying line. When you pass it you either qualify for the next section, or finish the race (and you must be within a certain race position to qualify for the next track).

The graphics are pretty crappy, the sounds are dire and to be honest to Virgin Multimedia, although the name will probably have already sold bucketloads, the whole thing (in the words of the immortal 'the floor' is very poor-or, very poor-or indeed!!



When it comes to telling good yokes, **Simon Dale** only ends up with egg on his face. He also checks out if this Codex compilation is all it's cracked up to be.



our long-mixed egg too friend subside! No, it's not Humphy Dumpty or Paul Daniels without his wig on, it's the only egg that has developed arms and legs apart from Dylan, Dermal, Doozy, Dave, Dinky and Grand Doozy. Yes, you guessed it, it's our hero egg Doozy with a compilation made up of the last four Doozy games - Fast Food, Doozy, Treasure Island Doozy, Fantasy World Doozy and the brand new Mopedated Doozy.

For any kids who doesn't know of Doozy and his amazing adventures I won't bother to explain as you're probably too thick to remember what I tell you. Oh all right, for those that don't know, Doozy is a small egg shaped character who usually wanders about in arcade adventure games solving puzzles by moving objects about and avoiding being fired, squashed, eaten or any other unfortunate fate

used to play in my wasted years on the Acorn Electron (just as cheaper copies to the BBC Micro). It's a one screen one level platform type game in which you control a badly drawn sprite who is chasing some more badly drawn sprites and still more badly drawn sprites are chasing after you. They all move at various speeds but they all move slightly faster than the graphics you sometimes try make out on teleret.

#### Doozy

Well Zacc, the type of wizard who turns people old, makes people blind, and occasionally makes it rain on sundays to spoil the cricket. He sounds almost as bad as Mrs T doesn't he? But all bad things must come to an end, or was the saying all good things must come to a end? Who cares. Anyway going back to the plot after rudely interrupting myself. Who has fate chosen to put an end to this mischeif? No, it's not John major it's you, Doozy the wizard!

In this first Doozy game (unsurprisingly called Doozy) you must help the spawning egg boy to collect all the ingredients of the potion to dissolve Zacc, reign (and it can be used to cure whatever food). To do so you must

#### FAST FOOD

First of all, just to confuse you, it's not of the most crap game on the compilation. Fast Food, which obviously would have got nowhere without the name of Doozy to back it up, reminds me of some of the more dated games that I

# THE DIZZY COLLECTION

Solve many puzzles and avoid vicious beings who all are trying to poison you (this means bees, amongst other things, spiders, birds and ghosts). This game has reasonable graphics and is a classic arcade adventure with an addictive edge to it.

TREASURE ISLAND  
PUZZY

You know that you should've been using Long John Silver's spare wooden leg collection as makeshift stilts to play cricket, or perhaps you should have on now you're stuck on a Treasure Island. Although the scenario's quite a good place to be stuck you may have second thoughts when you see the well-worn grave stone of Black Heart the Pirate, you might even have third thoughts when you read the scroll that says 'Ye Murders the Island. Also watch out for the dangerous sea monster in the freshwater

Treasure Island Dory is a good arcade-adventure game following in the tracks of the original.

**FANTASY WORLD**  
**INNOVATION**

**Fantasy World Dizzy**  
improves on both Dizzy and  
Treasure Island Dizzy.  
You start off in a dungeon  
guarded by a rather  
unfriendly looking troll  
who threatens you back  
every time you try to

walk past him. Luckily there is a jug of water which can be attached on a line at the other end of the room, creating an exit. This is just one of the plethora of puzzles in the game, for example how do you get past the snapping croc in the water? Well, I'm not telling you, you'll have to find out on your own!

There is also a rather annoying lot of humor. When I picked up the bottle of whiskey I decided to go get the trial drunk so I could get past the entrance he was guarding. Little did I know Gazy was an alcoholic as he refused to put his bottle down when I told him to, even when he drank it. Needless to say Gazy is not very controllable when he is drunk. He walks without your command and will sometimes move in opposite directions to which you tell him.

This Darcy game is the second best on the collection; the puzzles are done well and the graphics are slightly better than Darcy's and Treasure Island. Darcy's is the only minor bad point of all the Darcy games so far in that if you were to do something as easily done as traditions in the air is creature

1. *Journal of the American Medical Association*, 2000; 283: 2689-2693.  
 2. *Journal of the American Medical Association*, 2000; 283: 2694-2698.

## Highland Party

[illegible]

obscurely  
dreams. As you  
travel through  
Magic Land  
you'll meet  
many weird and  
wonderful  
beings  
including The  
Queen of

for our alcoholic egg, who was yearning for a new adventure (and perhaps even some fine whiskey). What he didn't realize was that Zeca was alive and kicking, and hatching (pardon?) a new plan in his old ways. This time the evil hand has turned all your trends into strange and weird objects and creatures, and you must seek them out and return them to their normal abode.

Hearts, Prince Charming, Cheeky Monkeys, Giant Toile, Game Genies, Escalator, Creepy Sheets, Shocks, Hugo Rats, Volcanoes, Hades, the Good Witch Glenda, Mowiths, Woodwings, Vampires - Zeds! and step mother and many more. The puzzles are well thought out and the graphics are better than all the other Perry games.



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- |  |                                   |   |   |
|--|-----------------------------------|---|---|
| <b>▶ CONCRETE</b>                                  | <b>▶ GRAPHICS</b>                 | <b>▶ THE FACTS</b>  | <b>▶ WALL CARE</b>                                  |
| Wood<br>panels<br>surround<br>opening<br>type P/S. | Managing<br>flow (and<br>no toll) | Tininess of<br>very<br>additive<br>genetic,<br>except<br>Paul Poole | I'll take<br>you to<br>train the<br>jazy<br>couple. |

**NAMM:** The Diary Collection  
**REFID:** Q60879  
**PRICE:** \$6.95 Tape,  
**MILEAGE:** N/A Disk only

100

85%



## THINGS TO COME

## PREDATOR 2

When the YC team sees a mega movie none of them can talk to anybody without giving away two things: a) the plot, and b) tonnes of wooo, badowy, and crackadackaboom noises. **Rik Henderson** taddams, padrackas, and tregatooms his way through the forthcoming movie plot, and latest game, starring that best beasty of them all...

**C**os, what a mega violent fellow that Predator guy must be. Imagine running around getting people and pulling their spines out through the top of their heads, I mean you'd have to be in the SAS to do that legally - oh dear, dodgy ground. If I don't watch myself I'll probably end up as dead as a BANG... hawawggghhh!

Two months is intensive care later - Gms... Hello, mind if I don't laugh I may rip my spleen again. And could you pass that bottle of Lysol over, I've got a lovely plastic cup beside my bed. Now where was I? Oh yes, the Predator.

When the first movie came out I missed it in the cinema, but due to the wonderful technology we call video I managed to catch it on its release for the home market and was I impressed? (We don't know, tell us - The Readers). Er, yes I was!!

And if I've got this right the Predator fellow was a hunter at the mega end of the word. He chugged around the galaxy occasionally stopping on a

planet and snaggling certain members of the population (those who are worthy opponents), and in this instance he decided to stop off on Earth - heaven knows why, he probably just fancied what is paramount to a lot of clay pigeon shooting on his way to Beta Minor 5 where he'd find the fee-legged, ten armed nasty beast they call the "Megal Supporter" - and then is where he met his match and promptly got a severe twisting by Arnie (the big Schwarzi).

Now a younger version had heard about the planet that managed to make one of his kind, so he decides to indulge in a spot of "tally ho", "pop, pop" and "let's bag that fellow boy, so we can get home for some crumpets and butter!" And this is the setting for the second movie, and therefore the cinema 64 version case of Imageworx.

As Dutch (the character played by Arnie in the first film) was on holiday (or something) the action is all revolved around a guy called Detective Lieutenant Hamgren, who's based in the city of Los Angeles in the year 1997. Now this city is currently going through an incredible headwave and add to that a plethora of drug dealers and their teenage minions, and an



"... And they all poured out of the building wall straight into my blazing fire. Ye shouted 'Police' but they were too busy dying!"





# SPESH

## CREDIT CARD

**NAME:** Predator 2  
**SUPPLIER:** Imagesworks  
**PROGRAMMER(S):** Arc  
**PRICE:** To be announced  
**RELEASE DATE:** Late April



snarled killer in the form of an alien predator and we're talking mega-denterville.

The game takes four major action sequences as its focus and subsequently divides them and provides them as four different levels. The gameplay is reminiscent of such arcade games as Operation Wolf, but if you remember we've never (not even once) had a decent one of them on the console (even the official conversion was ruff), and it's immediately apparent that Predator 2 scores quality.

When you start the first level (and the game) you are plunged into a supposedly routine drugs bust, and you must progress along a scrolling horizon, blasting all the nasties using your gun sight and occasionally scanning the plain area with the butt of your gun.

If you get shot you will lose energy. If you shoot innocent people (like the fat woman who runs across the street) your badge will be depleted. And if either of these fat men lose points, it'll be the end of the game for you, and you'll have to use one of the 3 continues that you begin the game with (giving you, in effect, 3 lives).

You also start the game with just a Magnum which, although it has infinite bullets, is a bit crap when all is said and done. Along the way, and hidden in bins, crates, and hanging baskets, are extra weapons and ammo, and every so often there'll be some body armour along -

allowing you to take more hits. But what makes Predator 2 that much more special than anything else in this ilk is (obviously) the Predator.

One problem Imagesworks has had in converting the movie is that 20th Century Fox has demanded that the game plot is identical to the film's. Due to this, we don't see the Predator properly until the third level. Fortunately he is in the first two, but only in his invisible mode, and he'll not bother you unless you accidentally shoot him. In fact he'll help you murder those drug pushers as efficiently as a Rotweiler with rabies.

At the end of each level is an 'end-of-level' reality (alien or otherwise), and you'll need more amounts of fire power just to sneeze in his general direction. The four levels are all quite large, but the

first is absolutely huge (at least twice the size of the others), and to be able to complete such a humungous task you'll have to have, a) a flaming good joystick, b) lightning reflexes, and c) tonnes of time on your hands.

The graphics are yummy (especially the bit where the Predator pulls the 'druggies' heads off) and the sound is on par with most shoot-em-ups. Although the gameplay is,

to be honest, unoriginal I think it can be safely assumed that the options make it a hell of a lot better than any others in the genre (like the way you can shoot the lights out in the subway - level 3).

As soon as Predator 2 is released (at the same time as the movie) you'll be guaranteed that we'll be down in the shops 'hunting' out a copy (kissin').



**Predator 2 - The Movie** will be an nationwide release from the 4th of May, and stars Danny Glover (Lethal Weapon 1 & 2). He plays Detective Lieutenant Hargan, but those under 18 will not be able to catch his exploits due to its overkill.



# WARLOCK

## THE AVENGER

Dark hair blowing, gaunt features illuminated by flashes of lightning, the stranger strode purposefully to his seat. Skeletal fingers caressed the icy keyboard like a lover's touch, and he said, "Bring forth unto me, thine software." And the software was brought, and there was a mighty writing of words. In other words Mark Luckham reviews the latest release from Millenium.

There's always something about combativeness between good and evil that bring out the biblical in me. Maybe it's the echoes of the conflict at the core of a man's heart, perhaps, it's a race memory of times gone by, and yet maybe this is all silly waffle and I should stick to tannising roads. Whatever, good versus evil is on the menu tonight, as the son of Belom and Sofan's daughter, known as Asamantor, moves into a quiet little land called Belom, and sets free to their evil ways. Sorry, different evil invading different country. Asamantor does make life unpleasant in Belom though, unless you

enjoy being crucified and left for the birds that is. Our male Asamantor likes nothing better than wholesale slaughter at the weekend, so after a particularly satisfying bout of genocide he summons four dark and powerful princesses of hell and gets them to guard his towers.

Your job is, naturally, to enter the towers, defeat all four princesses and then give Asamantor his comeuppance. Though if you have any sense you'll park your bags and head for the coast instead.

The warlock stands between two towers. In the one to the left are the original eight levels of the game Grid, whereas in the one on



Like a large evil crucified altar in the water is surrounded by all kinds of bloody shapes and with only Nuclear Mags death to end





the night are a new set of eight levels. Ah yes, you were thinking that you'd seen this game before. You hire, and was called Druid. To be honest I think Millennium giving you the same game but with another eight levels and dressing it up as a new game is a bit of cheek. Thankfully it was a good game in the first place, though it looks a bit dated now, so if you bear this in mind you won't be disappointed.

Warlock (or Druid Plus) is a top down, Gauntlet style arcade adventure, with you as a wizard seeking spells aplenty to find off the attention of hordes of monsters. Keys and potions all need to be collected and used to penetrate the inner sanctum of the towers, plus prodigious use of magic. There are variety of spells on offer, the most useful of which is where you create a Golem.

Now, if you're playing with a friend, then they can play the golem, otherwise the computer handles it. The thing plods around killing and protecting on your behalf, leaving you free to continue unencumbered.

Graphically this is nothing special, but it works well enough,

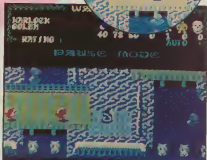
even though the top down view has gone out of fashion somewhat.

It all moves well enough though, is moderately colorful, and the new levels offer plenty a handful surprise. And that is half the problem. If you bought the original game there isn't enough to make you buy this 'cos it isn't that good a game system. If, of course, you've never played Druid then you should consider all these and prepare for a battle with evil forces.



<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>• The main</li> <li>• on a fast</li> <li>• <b>400000</b></li> <li>• but the 10</li> <li>• on quite</li> <li>• good and</li> <li>• certainly the</li> <li>• strongest</li> </ul>	<ul style="list-style-type: none"> <li>• 10000</li> <li>• only to be</li> <li>• <b>400000</b></li> <li>• you had</li> <li>• that's a good</li> <li>• 1/2 mile off</li> <li>• the 1st they</li> <li>• are not</li> </ul>	<ul style="list-style-type: none"> <li>• There's</li> <li>• always the</li> <li>• 1/2 mile off</li> <li>• <b>400000</b></li> <li>• to top and</li> <li>• not what a 1/2</li> <li>• 1/2 further</li> <li>• ahead to</li> <li>• pleasure</li> <li>• 1/2 mile</li> </ul>	<ul style="list-style-type: none"> <li>• If you</li> <li>• have the</li> <li>• played 1/2</li> <li>• <b>400000</b></li> <li>• then you 1/2</li> <li>• to have for</li> <li>• some time</li> <li>• otherwise</li> <li>• for a 1/2</li> <li>• level</li> </ul>
	<b>NAME: Warlock,</b> <b>SUPPLIER: Millennium,</b> <b>PRICE: £5.99 Top, £14.99 Dom</b> <b>RELEASE DATE: April.</b>			
	<b>80%</b>			
	<b>100000</b>			

Adding new levels onto an old game is a bit naughty, but it was a good game in the first place, so check out the 1991 updated version.



# CARTI POV

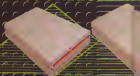


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## MISADVENTURE

## REVIEW

**Game:** Into The Mystic  
**Supplier:** River Software, 44 Hyde Place, Aylesham, Canterbury, CT3 3AL.  
**(Cheques Payable to J.A. Lockarty)**  
**Price:** £2.95 (Disk) £2.50 (Tape).  
**UK Post Free.**  
**Elsewhere Add £1.00 P+P**

Actually, we are very fortunate that River Software have any C64 adventures on offer at all - it wasn't so long ago that River decided to withdraw all C64 adventures due to the poor demand. All production efforts were then ploughed into the Spectrum (apt). However, River's main man, Jack Lockarty, took pity upon us Commies and not only decided to re-release his C64 adventure catalogue (which will be featured in a later issue) but, also, to release a new text-only adventure, into the Mystic.

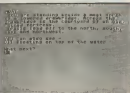
Make yourself comfy and I'll spin you some plotlines

"Where has all the magic gone?" and, "Without magic our lives are empty and void", were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around - and it relieved the boredom of a long day in the field. Lose something and you must find it. Hence you have been recruited, by Martin (who also?), to find out what the Sam Hill is going on and where all the magic has gone to.

So off you trotted

Now Orcs are a pain in the arse! Rally y'know. Mean too. Oh, and they have a thing about tearing people limb from limb. But, hey - nobody's perfect, right? However, Orcs were the problem just now. In fact they were in hot pursuit, chasing you through the forest. Luckily you're pretty fast so it was no surprise when you lost the grous around by the old fort. After resting from the chase you awake the next morning to find the Orcs blocking your escape

We dream of the Pigby with the light brown hair. Paul Pigby is here again to hack, slay and even use his brain. And guess what? He's even read a book from cover to cover for your sakes, that's dedication...



route? What to do?

After the introduction and a short list of usable verbs the game begins. Displayed with, largely, black text on a green background into the Mystic (ITM) uses succinct location descriptions with a restricted use of the EXAMINE command. That is, only where it is necessary to forward the plot or add

essential atmosphere. The principle feature

of ITM is the puzzle quality which is, on the whole, very high. There are one or two real brain teasers in there, I especially enjoyed the first puzzle which is quite logical. Although you are given subtle clues the solution remains obscure enough to drive you crazy. The eventual solution to the problem is quite intricate, yet very enjoyable.

Technically, the game is not the most



nothing as frustrating as a slow loading disk game

**OVERALL - 80%**

## BOOK REVIEW

**Book: Computer Adventures - The Secret Art**  
**Author: Gil Williamson**  
**Price: £7.95 Amazon Systems, Marlowood, Lodge Hill Rd, Farnham, Surrey, GU10 3RD.**  
**Include: £1.50 P+P.**  
**Tel: 0252-718888**

Gil Williamson has produced a book on adventuring, the like of which has been missing from the shelves of the homebrew adventure author for too long. Gil gets down to the nitty gritty of just what constitutes an adventure. What is required, what are the ingredients to a successful adventure, how to integrate the design elements, etc. The 128-pages are divided up into 11 chapters with a number of appendices. The contents cover the eternal question - how do you want to present your game. Text or graphics? How to obtain your ideas are then covered. A number of plot elements are then discussed such as puzzles, weapons, NPCs, how objects can be used to hide other objects, maps and so on. The next chapter discusses characters and their actions. Following that is a chapter on developing and testing



your game

Gil gives good advice on basic graphics design (perspective, composition, etc) as well as making the adventure more atmospheric by including incidental messages, even if they have no bearing on the actual solution. The style of images, text and sound is debated after which various game systems are compared. A chapter on how to publish your game takes about copy-protection (without the expense), publishing your own work, going to an outside publisher and utilizing cheat protection. After a more detailed look at the components that form an adventure game Gil

gives a sample transcript of one of his own adventures, produced with an American shareware adventure creation utility called AGT (Adventure Game Toolkit).

The appendices include lots of useful reference material such as a list of utilities and a bibliography. There's a handy index at the back, too.

The Secret Art is a compact book packed with valuable advice which will be of interest to the adventure player but absolutely priceless to the adventure author. Readable and funny enough to tickle the funny bone, The Secret Art is essential value for money.

advanced adventures I have ever played. Although you have a handy X command to replace the EXAMINE command you cannot link commands via AND or punctuation.

However, Jack Locksley is not known for his technical achievements. Instead, he has a well deserved reputation for producing well designed, very playable adventures that you can guarantee will provide a hours of enjoyment. Into the Mystic is a very good example, doubly so at this price. One final note Jack has used the France Machine cartridge to store his adventures on disk. This means that you load the adventure from a menu which then loads the game machine prompt. Any prospective adventure authors reading should take note of Jack's good sense as there is

# WINKS 'N NUDGES

## BARD'S TALE 3 - INTERPLAY

Inside the Ice Keep, you'll find a slab on the floor which can only be opened by possessing three lenses. I tried a credit card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be dispelled. Check out the diary in the hut. Apart from giving you a thorough introduction on Skara Brae's back history and when Tanja, the Mail Girl, has her official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls next to the wards are also hints. Obvious, but hints all the same.

## CURSE OF THE AZURE BONDS -SSI/

Probably the best order for removing the bonds is Tilverton (five bones), Tulsea (sunder), Hayrooth (disenchant), Zhent's Keep (Frost/Beholder) and Myth Grandeur (Elyrasaurus) in Tilverton search the

Thieves Guild before repping into the sewers. Similarly for the Fire Kneads below! In the Red Tower you don't have to fight the dragons. Be nice to them - well, all they get is hassle, everyone needs a little love sometimes. Visit the alien queen in Myth Grandeur. She's in the crypt (don't ask). Keep an eye out for Rakehell - the vagrant is in disguise. Buy a couple of magic missile wands from Zhent's Keep then enter Tulsea - avoid encounters, initially but light the shambling mounds by the clanc's body.

## DRAGON WARS - INTERPLAY

If you must start with a new team take a look at the pre-generated lot. They have been carefully selected with well implemented skill selection. Take note. For goodness sake do not, what ever you do, transfer characters from old Bard's Tale character decks. They will always be worse off in the new Dragon Wars scenario.

## THE MAGIC CANDLE - MINDCRAFT

Would I be waxing lyrical if I suggested that you take two wands and as many chips with money.

making professions as possible? Probably. But would I risk getting on your wick if I then added that you should have your hunter hunt in the outdoors to increase his skill which will cut down dungeon ambushes? Yes? Hm. What if I offered to quit with the candle pass? Right - next!

## NEURO-MANGER - ELECTRONIC ARTS

Anyone having problems with Greylocks (bees) trying to sleep him





swinging through the trees - no, no, just a joke) should consider leaving him till later on in the game. You'll need the heavy-duty Black & Cockers before he can be dispatched, so just back off, OK?

## TANGLED TALES - ORIGIN

The final scenario can be a bit a headringer. To begin with, buy everything you can -

leave the cookie, keep an eye open for rabbit traps too. There are three of the bighorns. Once each character has joined your party at this time make sure you have a quick chat with them. As for terrible Drosser,

don't bother laying on the GBH at the guy as tough. In fact don't start to fight this unassuming character as you'll never get out alive. Flip through the spell book instead, something may be of use.

# THE ENTIRE SOLUTION TO 'RUNAWAY' BY CHRISTOPHER HESTER

Start in dark room. X ME, I HELP, E (for any other directions), X SURFACES, X WALLS, X CORO, FULL CORO - reveals bedroom, X FURNITURE, X BED, X TABLE, X LAMP, X PAD, X CASE, GET WATCH, X WATCH, TIME, X SHELVING, X BOX, X RUG, GET SHORT KEY, OPEN BOX, GET LARGE KEY, DROP SHORT KEY, X DOORS, X SOUTH DOOR, X KEYHOLE, X WARDROBE, X CALENDAR, X NUMBERS - reveals the real B, OPEN WEST DOOR, DROP LARGE KEY, W - to store room, X TEACHESTS, X LEFT ONE, X RIGHT ONE, X TEA, GET NEW KEY, E - back to bedroom, OPEN SOUTH DOOR, DROP NEW KEY, S - to landing, X PLANTS, X CLOIRS, X HATCH, S - to park bedroom, X TABLE, OPEN DRAWERS, X CLOTHES, X UNDERWEAR, WEAR BRA, WEAR KNICKERS, GET ELASTIC, X BIN, X PAPER - reveals the blues A, X MIRROR, X MAGAZINE, READ MAGAZINE, X CLOCK, X HANDS - reveals the green Z, W - to spare room, X BED, X BLANKETS, MOVE BLANKETS, GET LONG KEY, NE - to landing, D - to hall, N - to coat-room, X COAT, WEAR COAT, GET SMALL KEY, GET BROOM, GET HANDLE, X HANDLE, S - to hall, X

PHONE, U - to landing, M - to bedroom, OPEN WARDROBE, X WARDROBE, X CABINET, OPEN CABINET, DROP LONG KEY, DROP SMALL KEY, GET BRIFCASE, X CASE, NOTE, S - to landing, W - to bathroom, X POP BOTTLE, DRINK POP, HELP, X TOILET, FLUSH TOILET, X TOILET, X CISTERN, LIFT LID, GET CLEAN KEY, OPEN CABINET, DROP CLEAN KEY, GET HAMMER, E - to landing, D - to hall, S - to kitchen, OPEN CUPBOARDS, X PANS, GET BAG, DROP HAMMER, DROP CASE, DROP HANDLE, X FRIDGE, OPEN FRIDGE, LOOK, X CARTON, DRINK MILK, X CHEESE, EAT CHEESE, X CAN, DRINK LAGER, W - to dining room, X CABINET, X TABLE, X PAINTING - reveals the yellow B, OPEN CABINET, X PLATE, X SANDWICH, EAT SANDWICH, N - to the lounge, if phone rings go to the hall and enter ANSWER PHONE. At the lounge: X SOFA, X BISCUIT, EAT BISCUIT, X TANK, X FISH, X PLANTS, X REELS, N - to study, X BOOKCASE, READ BOOKS, X MAPS, X DESK, OPEN DRAWERS, HELP, X WINDOW, X CURTAINS, GET MAGNET, S - to lounge, S - to dining room, E - to kitchen, GET HANDLE, THE MAGNET TO

HANDLE, HELP, X TAPS, TURN TAPS, X WASHER, X ROUND DOOR, OPEN ROUND DOOR, X PANEL, X LIGHTS, X SOCKET, X LEFT PLUG, PUSH LEFT PLUG, X LIGHTS, PUSH SWITCH, X OVERALLS, GET WRENCH, TURN TAPS WITH WRENCH, LOOK, DROP WRENCH, D - to cellar, X CELLAR, X SHELF, X JAR, GET JAR, GET BLACK KEY, HELP, GET BLACK KEY WITH HANDLE, UNTIL MAGNET, U - to kitchen, W - to dining room, M - to lounge, OPEN GLASS DOOR, DROP BLACK KEY, W - to south garden, X FENCE, CLIMB FENCE, N - to north garden, X TREE, X BRANCHES, CLIMB TREE, X BUSHES, GET GLOVE, WEAR GLOVE, S - to south garden, E - to lounge, GET SILVER KEY, REMOVE GLOVE, W - to south garden, OPEN SHED, DROP SILVER KEY, S - to shed, X PLANTS, GET LADDER, X LADDER, N - to south garden, E - to lounge, E - to hall, S - to kitchen, GET HAMMER, NAIL HANDLE TO LADDER, DROP NAILS, DROP HAMMER, with the briefcase TURN LOCK TO 224, GET SHINY KEY, N - to hall, U - to landing, DROP LADDER, CLIMB UP LADDER, U - hatch closed, OPEN HATCH, U - to attic, X CHEST, OPEN CHEST, GET GREY KEY,

D - to landing, CLIMB DOWN LADDER, D - to hall, X RED DOOR, OPEN RED DOOR - you should now have 99%, E - end of game with 100%!

The phone will ring three times with three messages, which may provide clues. However, following the above solution exactly means you will only hear the phone ring once. To hear all three messages, keep playing and exploring until just after 3.00 on your watch (Enter TIME to read the watch) However, though, for if the phone isn't answered after ten rings, it'll stop and you'll lose that particular call.

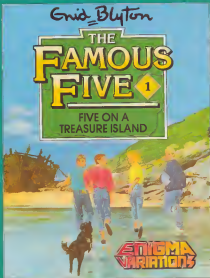
Don't spend too long though after the third call, as by 'tea-time' your Mum and Dad will return and the game is over. Note that whilst playing, certain actions are only necessary to score the full 100% and not to solve the game.

**USEFUL TIPS:**  
X - short for EXAMINE  
BORROW ON/OFF  
GRAPHICS - Save them on  
TEXT - turn off the graphics  
SCORE  
SAVE, LOAD - store your position.  
QUIT  
HELP - offers around the game  
TIME  
LOOK



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